GEAR KRIEG

AXIS SOURCEBOOK

DREAM POD 9

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Nazi Germany, Imperial Japan, Fascist Italy — the three nations united by the Pact of Steel to form an Axis around which the world was to revolve. Three highly disparate countries, led by cruel regimes intent on conquering the world and bending it to fit their twisted vision of the future. By blood, sweat and superscience, they aimed to divide the world amongst themselves .. or destroy it if they could not have it all.

This Gear Krieg supplement features:

* A brief history and overview of each nation's ground armed forces;

* Basic tables of organization for the forces of Germany, Imperial Japan and Italy;

* Advanced rules for new Axis vehicles, weapons and units;

* Six tactical scenarios;

* Game statistics for over fifty combat vehicles.

Possession of the Gear Krieg rulebook (DP9-501) is required to use this manual. Possession of the Wargaming Companion (DP9-503) is recommended.

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DREAM POD 9

We shall not capitulate... no never. We may be destroyed, but if we are, we shall drag a world with us... a world in flames.

— Adolf Hitler, *In Politics/Nazism*

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Dedication

To all the conscripted and citizen Axis soldiers who fought with honor and courage in duty to their nation. May you too finally receive recognition for the suffering and sacrifice you made in the service of your country.

CHAPTER 1: INTRODUCTION 4

Fiction: Blitzkrieg! 5
The Forces of the Axis 7

CHAPTER 2: GERMANY 9

The Wehrmacht 9
Sidebar: Condor Legion 1936-1939 9
The Wilderness Years 9
Blitzkrieg Unleashed 9
To the English Channel 10
The Battle of Britain 11
Kampfgruppe 'Sea Lion' Landing 11
Sidebar: Signal 11
The Greek Sideshow 12
Crete Expedition 12
Barbarossa: Attacking the Bear 13
Sidebar: Facing the Steel Monsters 13
Afrika Korps 14
Siege of Russia 15
Sidebar: Thor's Hammer 15
The Bear Bites Back 16
Sidebar: Past Mistakes Repeated? 16
Lightning War 17
Mechanized Warfare 17
Combined Arms 17
Kampfgruppe 18
Command Concerns 18
The Heer 19
Sidebar: Gen. Gotthard Heinrici 19
Sidebar: In the Field 19
Table: German Military Terminology 19
Panzers 20
Role in Blitzkrieg 20
Panzers 1939-1941 21
Panzers 1941-1943 22
Panzers 1943 23
Panzergrenadiers 24
Role in Blitzkrieg 24
Sidebar: Panzergrenadier Division 'Grossdeuchland' 24
Sidebar: 3rd Panzergrenadier Division 24
Panzergrenadiers 1939-1941 25
Panzergrenadiers 1941-1943 26
Panzergrenadiers 1943 27
Infantry 28
Role in Blitzkrieg 28
Sidebar: Special Rules 28
Infantry 1939-1941 29
Infantry 1941-1943 30
Infantry 1943 31
SS/Waffen SS 32
Role in Blitzkrieg 32
Sidebar: Motivation 33
SS Infantry and Foreign Volunteer Units 33
SS Panzer Units 33
SS Panzers 1941-1943 34
SS Panzers 1943 35
SS Panzergrenadiers 36
Sidebar: Joachim Peiper 36
Sidebar: 1st Panzergrenadier Division 36
SS Panzergrenadiers 1939-1941 37
SS Panzergrenadiers 1941-1943 38
SS Panzergrenadiers 1943 39
Luftwaffe 40
Paratroops 40
Luftwaffe Field Divisions 40
Fallschirmjagers 41
Role in Blitzkrieg 41
Fallschirmjagers 1939-1941 42
Fallschirmjagers 1941-1943 43
Fallschirmjagers 1943 44
Glider Operations and Game Stats 45
Wehrmacht Divisional Units 46
Recon/Motorcycle Units 47
Flak Groups 48
Schwere Panzer Abteilungen (Indep.) 49
Sturmgeschutz Abteilungen 50
Sturmpioneer Units 51
Robotic Demolition Units (Indep.) 52
Zombie Units (Indep.) 53
Kommando/Rockettruppen (Indep.) 54
Gebirgsjagers (Independent) 55
Cavalry (Independent) 56
Vampirs (Independent) 57
Sea Lions (Independent) 58
Ubermenschen (Independent) 59

CHAPTER 3: EMPIRE OF JAPAN 60

The Rising Sun 61
Japanese Imperialism 61
Sidebar: Arrogance and Superiority 61
The Manchukuo Front 62
Skirmishes with the Soviets 62
Sidebar: Asia Co-Prosperity Sphere 62
'Day of Infamy' 63
The Pacific Blitzkrieg 63
Storm in the East 64
Sidebar: Imperial Plans 64

Irresistible Tide 65
Men of War 65
Combined Arms 65
Tactics and Field Operations 66
Sidebar: Harsh Life 66
The Imperia Army 67
Sidebar: Armies 67
Table: Japanese Military Terminology 67
Infantry 68
Field Roles 68
Special Rules 68
Infantry 69
Mechanized Infantry 70
Combat Engineers 71
Koumajutsu Troops 72
Special Forces 73
Imperial Marines 74
Oni 75
Armor and Artillery 76
Armor 77
Recon Company 78
Artillery 79

CHAPTER 4: ITALY 80

The New Romans 81
The Spanish Civil War 81
The Pact of Steel 81
The North African Campaign 82
The Greek Campaign 82
The Eastern Front 83
Sidebar: Italian Naval Assault Units 83
Sidebar: Operation Black Code 84
Sidebar: Naval Gains 84
Decline of the Italian Empire 84
Sidebar: Desperate Efforts 85
Sidebar: Italian Combat Walkers 85
The Army 86
Tactics 86
Table: Italian Military Terminology 86
Infantry 87
Armor 88
Recon Units 89
Artillery 90
Alpini Troops 91

CHAPTER 5: WONDER ..... TECHNOLOGY OF THE AXIS 92

Wonder Weapons 93
The Technological Arms Race 93
Sidebar: Wolfgang Muller 93
Sidebar: Japanese Research 94
Sidebar: Klaus Biederfeld 95
War-winning Weapons 95
Monster Weapons 96
Thor's Hammer 96
Sidebar: Using Thor's Hammer 97
Hovertanks 97
Walker Warfare 97
Biological Sciences 98
Technology 99
Laser Weaponry 99
Nahverteidgungswaffe 100
Sonic Weapons 100
Guided Rockets 100
Perks and Flaws 100
Scenarios 102
Streetfight! 103
Ardennes: Impassible 104
Operation See Lion 105
Breakout at Kiev 106
Desert Fox 107
The Greatest Tank Battle 108

APPENDIXES 109

Updated Weapon Table 109
Vehicle Datacards 110
Camouflages 125
Index 127

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Chapter One: Introduction

Nazi Germany, Imperial Japan, Fascist Italy — the three nations united by the Pact of Steel to form an Axis around which the world was to revolve. Three highly disparate countries, led by cruel regimes intent on conquering the world and bending it to fit their twisted vision of the future. By blood, sweat and superscience, they aimed to divide the world amongst themselves... or else destroy it if they could not do so.

BLITZKRIEG!

The gun report was sharp in the din of the fighting compartment. Unterfeldwebel Halder squinted through his Zeiss sight, waiting for the gun smoke to clear. The company had been called in to assist an infantry advance that had stalled in the town due to Russian tank support. Once the Panzers had shown up, the Russians had panicked and tried to flee; two burning tanks testified to the folly of their actions. The smoke cleared to reveal a third Russian tank, motionless. Halder could see no visible damage on the vehicle but was almost positive he had scored a hit. Was the enemy playing possum?

A slap on his shoulder told him the new kid, Schiff, had reloaded. Halder instinctively depressed the firing pedal. The gun spoke again, striking the enemy tank hull just short of the turret. The resultant explosion lifted the turret in the air, leaving little doubt as to the Soviet's fate.

"Target?" called Halder, as Schiff dutifully slammed another round home.

"Negative" replied Lieutenant Werner from the command cupola, his head poking through the open hatch, scanning with binoculars. Just then, Meyer, who was manning the radio, spoke up. "Sir! Company HQ has ordered us forward to the town, to offer support to the infantry."

Werner turned to face the radioman. "Confirm the orders and check with the others for further armor contacts. The rest of you, to vision ports. Hartzbach, take us in slowly." Everyone jumped to their stations as the Panzer rumbled forward, all straining to detect any possible threat. Suddenly, Hartzbach called from the drivers station. "I can see Soviet infantry heading towards the town!"

"Coax!" snapped Werner. The power traverse kicked in as Halder swung the turret around to face the new threat. A burst of machinegun fire scattered the infantry and they went to ground inside the town. The Panzer III continued forward and halted a few hundreds meters from its outskirts. Meyer reported that no further armor contacts had been reported by the other Panzers. They too closed on the town, throwing up a 'ring of steel.' Halder wondered how the Russians fought without radio, not being able to use their fellow tankers as extra eyes, unable to alter their orders when the situation changed from that of the expected...

Halder was broken out of his reverie by the Lieutenant. "Load HE and standby," and Schiff hurriedly removed the armor piercing round and replaced it with a high explosive projectile. "Good work kid," chortled Halder, "always keep the gun loaded in combat, as you never know when you may need it. If in doubt, always load AP — HE won't do anything to a tank, but AP can do real work on an anti-tank gun." Schiffe grinned back in reply.

"Meyer, monitor for any further orders. Hartzbach, throttle down but keep her idling. The rest of you, ease up but keep an eye out." Werner returned to scanning the outside with his binoculars. The engine's roar died to a mutter and a collective sigh escaped the crew. Everyone stretched out as best they could as some of the palpable battle tension was released.

The recruit looked a little lost with nothing to do, and Halder unplugged his headset, motioning Schiffe to do the same. "So how do you like combat, eh?" slapping him on the shoulder.

"Well, it's pretty much like training," the kid sheepishly replied.

Halder stifled a laugh. "That'll change once Ivan lands a few hits on us. When this is over, I'll show you what their little guns do to our armor. We've taken our share of hits in our time."

"So do they have anything which can damage us?" Halder smiled before he replied. "Well, any tank can be dangerous. Their guns can penetrate our front armor at a few hundred meters, and their 76mm field guns at any range you care to mention. You also have to watch for

their infantry; their AT rifles will punch through the sides at point blank range, and a molotov cocktail on the back deck will set our engine ablaze before we know it. In fact almost any shot can be fatal. I've heard of rifle bullets coming down the gun barrel and setting off a round in the breach!" At this, Schiffe looked at the gun and shuddered.

"Are you trying to scare our up and coming Generaloberst, Halder?" Hartzbach, craning his head to look back into the turret, added: "don't worry Schiffe, our fearless Lieutenant and Major Lehmann are too experienced tankers to take Panzers into a city. That is most assuredly the job of the infantry and PanzerKampfers." As if on cue, a Loki walker strode by in a whine of overtaxed hydraulics, joining the infantry forming up for the advance. The ungainly machine looked to the tankers to be all together too fragile and poorly armed. The pilot flashed a crude "thumbs up" gesture with his manipulator arm as he strode by, eliciting a wave from the Lieutenant.

"Yes, we learnt that in Warsaw," Halder replied, remembering bitterly. "We lost more Panzers there than the rest of Poland combined!"

The radio crackled into life; as Halder plugged his headset back in, he heard the orders to make ready for the advance. As the crew settled back into position, a flurry of radio traffic passed over the company net, inaudible to all save the Lieutenant. After a brief pause, Werner came onto the intercom. "We've been tasked with supporting the infantry in this sector." Peering through his auxiliary sight Werner called out "We are to cover the row of houses between... three five four to... oh oh four degrees."

"Marked" replied Halder. "Good. You may engage at will, however watch out you don't get the infantry and Kampfer caught in a crossfire." At this, a number of green flares rose into the sky, signaling the beginning of the advance. The infantry rose as one and executed a text book movement, one section advancing while the other provided cover. Looming over them were their Loki support, using their superior height to watch for any enemy movement. Occasional bursts of fire from houses were rapidly silenced by a return fusillade. Soon, the sky was blackened by rising smoke. Slowly, the pocket of resistance was crushed. 'The damn Ivans fought to the last bullet and the last man', thought Halder. 'They just never know when to give up!'

Suddenly, a Loki disappeared in an inky black fireball. Halder stared at the remnants of the Kampfer, all but its legs having been destroyed. "Tank, 10 degrees" came the all-too-calm lieutenant's voice. "AP!" screamed Halder as he stomped on the traverse pedal to bring the gun around. Schiffe struggled with the breach, almost trapping his hand in his haste to close it. One of the other Panzers in the Zug didn't wait for an AP charge to be loaded, but instead unleashed a high explosive shell towards the advancing monster. All it succeeded in doing was further demolishing the building the big tank was emerging from.

And a monster it was. An angular hull sat atop massive tracks with treads almost a meter wide. A huge boxy turret housed what could only be a dreaded Tesla gun. Halder had seen footage of these at work on the Maginot line, and it had not been pretty. A lancing whine filled the air, no doubt the generator building up the huge static charge needed to power the weapon. The remaining three Panzers of the Zug fired almost in unison, one flying wide but the remaining two being dead on target. Yet the cheer on Halder's lips died in his throat as he watched in horror as both shots ricocheted off the behemoth. All, save Schiffe who worked frantically with the gun, were transfixed in horror.

Just then, the air was split with a huge thunderclap as a blinding arc of lightning attached itself to the Panzer on their left. The stricken machine sat motionless for a second, then exploded into an inferno of smoking flame and twisted metal.

The remaining Loki spun on the spot to engage the new threat, exposing its weak flank as it did so. A hidden troop of Russians seized their chance and a volley of AT rifle fire peppered its side. Staggering under the battering, the Loki could do nothing but flee. Collapsing into its ungainly wheeled mode, it screamed out of the village. With their armored support destroyed or fleeing, the German infantry scattered.

The Panzer crew exploded into action. While one of their colleagues fired AP rounds while stationary, Werner directed them to circle round and attack from the flank, where they might stand a chance of damaging the Russian beast. Just then, the air cracked again and this time the Zug command tank was struck, falling silent but failing to explode. A crewman struggled out a turret side hatch which belched thick black smoke. A group of soldiers broke cover to give assistance, but the chatter of a machinegun forced them back.

Seeing what Werner was up to, and that AP ammo was having little to no effect, the remaining Panzer switched to HE shells in an attempt to stun the crew and hide Werner's advance in smoke and noise. Halder hoped it would work as they sped through the streets of the town. Rounding the corner they came side on to the tank that was now franti-

cally trying to clear the rubble and traverse to face its tormentor. Halder instinctively fired and watched as the projectile glanced off the hull and went sailing out of sight into the air. "The tracks, the tracks!" Werner bellowed, losing his customary cool. As Schiffe reloaded, Halder watched as the tank seemed to look for them, its turret traversing this way and that. He silently thanked God that the designers had omitted a command cupola which would have made this task an almost guaranteed success. The slap on his shoulder informed him that a new round was ready and he automatically depressed the trigger pedal. The round shot forward and shattered two of the forward road wheels, snapping the track in two. The enemy tank shuddered under the impact and desperately tried to reverse its motion, further jamming the track assembly until it ceased moving entirely.

"Good shot, Halder! Now the turret ring, where it joins the hull!"

"What?! Why not have me hit the eye of the commander!" but he aligned the sights as best he could and waited for the pat on his shoulder. But before it came, the Soviet tank spoke again, hitting the last remaining tank in the Zug with another discharge from its Tesla coil. Halder felt his hair stand on end as it did so. With that done, the impregnable turret began to swing towards them.

"Ram it!" ordered Werner in a voice which left no doubt as to his seriousness. Just as the Panzer leapt forward, Schiffe slapped him on his shoulder and he reflexively depressed the pedal. Over the roar of the engine and just before the impact, he could swear he heard the sound of breaking armor...

THE FORCES OF THE AXIS

The main focus of this book are the armed forces of World War Two Nazi Germany, Imperial Japan and Fascist Italy. The book contains new rules, equipment and Tables of Organization and Equipment (TOE) specific to the Axis forces of the era. Further, it will give insight into the character, humor and morality of the men and women who served in its ranks, through histories of notable figures and specific units.

BOOK OVERVIEW

The book is divided into three broad parts, each one covering a specific nation. Each chapter is further divided into sections. The first one covers the operational history of the nation's army, from its inception up until the middle years of the conflict. Each theatre of the war is described, detailing the major operations and events that shaped the conflict in that region.

The second section provides information on the various service arms. Each is broadly introduced, followed (if space allow) by short biographies of notable figures within the organization. Each service arm is then broken down into board unit types, i.e. armor, infantry etc. A description of its operational role is followed up by a brief history of representational units. The next area provides detailed units TOE for the time periods covered.

The fifth chapter contains descriptions and histories of the superscience weapons developed and deployed by the Axis up until the general retreat. Covering development history and deployment, it also contains biographies on the key scientific personnel responsible for their creation.

The appendices cover all the game-related material specific to the Axis forces, including all the new rules, Perks, Flaws and vehicle characteristics introduced in this book. The appendix also contains six scenarios involving engagements fought by the various armies, while the last appendix provides datacards for vehicles deployed by the Axis.

Chapter Two: Germany

The Reichswehr was an organization born out of the ashes of Germany's defeat in the Great War. Formed along Prussian ideals, it espoused duty, honor, martial prowess and above all else obedience to authority. This produced a strong, centralized command structure which culminated in the General Staff. The general staff represented the very cream of the German military, the very pinnacle of their profession, and was by necessity a small, highly trained and dedicated organization.

While other countries found little need to pursue new military technology or tactics, this was not the case within Germany. Harboring much frustration at their loss in the Great War, and resentment at the restrictions placed on its re-armament, Germany looked to innovation and technology to give its small forces an edge. The tank was seen as essential to this and, though its development had been specifically denied to Germany in the Versailles treaties, was developed in Russia under secret agreements with Stalin. Mated with the 'Stormtroop' tactics that had proven so successful in Germany's last Great War offensive, a new method of warfare was born. The Blitzkrieg would change the very face of warfare for all time. When, in 1933, Hitler was elected Vice Chancellor, the Wehrmacht was born.

THE WEHRMACHT

With the close of the Great War, Germany found itself a broken and beaten nation. Its once proud military was in tatters and its homeland in ruins. The victorious Allies met with German officials at Versailles to discuss the punishment and reparations that the aggressor of WWI would be required to pay. This document, which became known as the Versailles Treaty, not only spelled out the economic and financial compensations to be paid, but also leveled restrictions on the re-armament of Germany. The size, type and development of weapons and the military were strongly curtailed or even forbidden. In doing so, the Allies hoped to prevent Germany from becoming a military power ever again. Instead, this created great resentment and anger, fueling a desire to rebuild the once great German war machine.

While obeying the letter of the hated Versailles treaties, Germany clandestinely set about rebuilding its military. Secret deals were struck with Stalin and Russia to utilize Red Army proving grounds to develop Germany's new Panzers, armored vehicles and tactics. These arrangements proved useful but provided too little to make a significant difference. What Germany was needed was an effective offensive weapon system not covered by the Versailles treaties.

THE WILDERNESS YEARS

Enter Walter Christie and his revolutionary walker system. Here was a weapon which Germany could openly develop which would not breach any agreements; a weapon whose developmental lessons and techniques could be utilized in other, less overt projects. The PanzerKampfer development program sent a chilling message to the world that Germany would no longer play second fiddle to the rest of the world.

With the rise to power of Hitler in 1933, there had been a steady increase in Germany's military buildup, and a heightened aggressiveness in its foreign policy (the Spanish Civil war being the most overt). With the bloodless occupation of the Saar in 1936 and the annexation of Austria soon after, tension in Europe was building to boiling point. In a desperate attempt to preserve peace, the British Prime Minister, Chamberlain, brokered a peace deal. In exchange for Poland ceding control of the Sudatenland to Germany, a broad non-aggression pact would be agreed to. The world collectively held its breath. Would the concessions be enough to satisfy Hitler and his Third Reich?

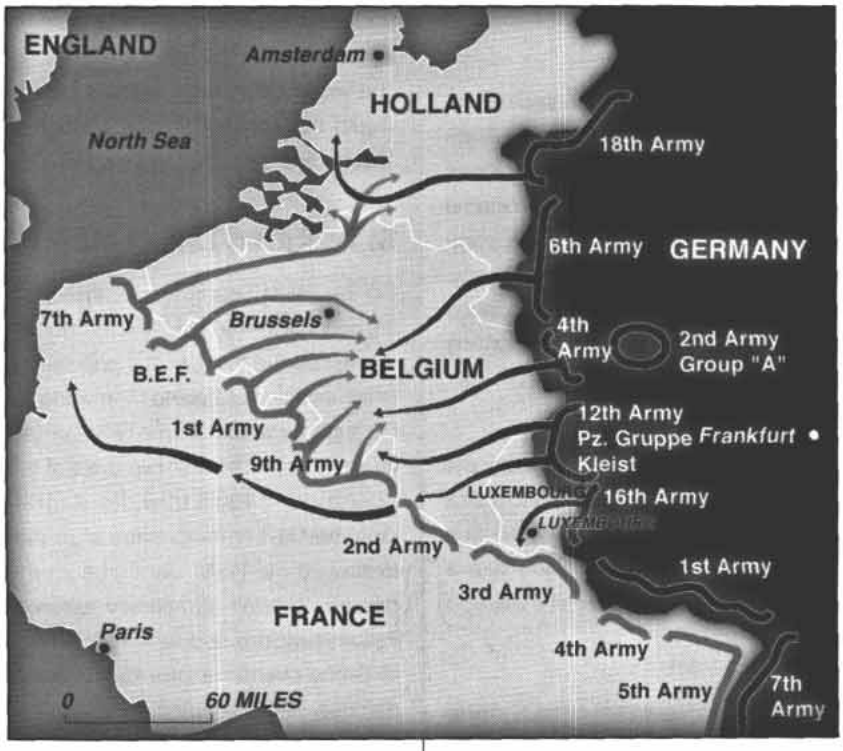
BLITZKRIEG UNLEASHED

On the 1st of September, in the opening hours of the morning, German forces unleashed the full fury of the Blitzkrieg in the invasion of Poland. The world for the first time would see the German new way of war. In the first two days of the operation, 1400 Luftwaffe aircraft launched a bombing campaign that destroyed the Polish Air Force on the ground. With air supremacy assured, Panzer divisions supported by infantry divisions overran a bewildered Polish defense. With sweeping encirclements the Wehrmacht mechanized forces out-

Condor Legion 1936-1939

With the collapse of Spain into civil war in 1936, the Germans seized the chance to test their new weapons and tactics under battlefield conditions. Consisting of 'volunteers' with 'privately' purchased equipment, the Condor legion set sail to fight for Franco's Nationalists against the Communist backed Republicans.

For the Germans, the campaign was a vindication of all their military developments to date. German Panzers, planes and especially PanzerKampfer, were all used, along with such new tactics as mechanized warfare and carpet-bombing. Even the weapon which would come to terrorize Allied armor, the 88 gun, was used for the first time in the role which would make it famous. All proved remarkable successful, giving the fledging Wehrmacht invaluable practical combat experience.



maneuvered, isolated and destroyed the Polish defenders. Overcoming their initial shock, the Poles fell back to more defensible positions and resistance firmed. Then on the 17th, through a prearranged agreement, the Russian Army attacked Poland from the east. Caught between the two giants, the Polish defense collapsed and Poland as a nation ceased to exist. In just 28 days, the Polish army, denied the defensive ground of the Sudatenland and overwhelmed by motorized Panzer units, had been soundly defeated. Hitler touted the abilities of his newly blooded Wehrmacht to the world, which trembled at what it saw.

The reality had been completely different. O.K.W (Wehrmacht Supreme Command) identified several crippling deficiencies during the course of the campaign. Due to a combination of factors, the initial Luftwaffe air attacks had not been as effective as first anticipated. Defeated more by their outdated equipment, the Polish Air Force had put up little resistance, something that could not be said of other European air forces. Deficiencies in infantry training and lack of armored support had caused excessive infantry casualties. Of the 10,500 casualties suffered, an abnormal percentage had been officers and senior NCOs, experienced soldiers who could not readily be replaced. German industry also had been unable to keep up with demand for fuel and munitions, forcing the use of stockpiles. While supplies had never become critical, stockpiling for future operations would prove difficult. O.K.W determined that the Wehrmacht was in no condition to enter into armed conflict without an extended refit and retraining period, a period they feared they would not receive.

To the English Channel

These fears indeed materialized, as no effort was made to appease either France or Britain who were nominally at war with Germany. The abortive French attack on the Siegfried line, against second line troops, had convinced Hitler of the superiority of the German soldier and war machine. Hitler fanned the flames of the conflict fanatical rhetoric and unreasonable demands. Realizing that its neutrality would offer no protection, Belgium beseeched France and Britain for help. As the Maginot line stopped at the Belgium/French border, both had no choice but to provide assistance and deployed sizable troop formations in defense of Belgium. What followed was termed the 'Phony War' as both sides marshaled their forces for the now unavoidable conflict. O.K.W frantically used this time to refit its tired forces, calling up yet more of the nation's trained reserves and shuffling around experienced officers to cover as many gaps as possible.

At 4 AM on the 10th of May, the 'Phony War' ended with a series of daring German airborne operations on Dutch airfields and bridges and the Belgian fortresses at Eben Emael. Carried out by the fledgling Fallschirmjäger forces, these operations were a spectacular success, with all Dutch objectives taken by the second day, and the Eben Emael fortresses falling in 36 hours, at the cost of just 100 men. The Panzer Divisions rolled forward and began their planned encirclement operations. With the defensive line broken, the Belgians and Dutch were forced to retreat or be outflanked. The Dutch retreated to their capital, flooding much of their countryside to slow the German advance. This proved mostly ineffective, and despite valiant resistance by the Dutch armed forces, by the 14th Holland had surrendered.

The Belgian's retreat brought them headlong into the British and French relief forces racing to their aid and caused chaos. It was at this point that the Germans attacked in the south

through the supposedly impassable Ardennes forest. Breaking through the weak resistance, these forces raced through the Allies' rear area and by the 15th had completely encircled the entire allied force in the Flanders region. This devastating masterstroke neutralized virtually every Allied mobile unit. Though much of the encircled British Expeditionary Force (BEF) along with some French elements would escape at Dunkirk, these troops would be unavailable to defend France. By the 25th June, having eliminated most organized resistance, the Wehrmacht had forced its unconditional surrender and ended the European campaign.

THE BATTLE OF BRITAIN

After the stunning victory over Europe, Hitler's ambitions turned towards the conquest of Britain. With the British army in tatters after Dunkirk, the only barriers to invasion were the RAF and the English Channel. Both, however, would prove formidable obstacles. The General Staff knew that for any invasion to succeed, total air superiority would be needed. To this end, aerodromes were prepared in France, where a war against the RAF could be waged. The 'Battle for Britain', as it would be dubbed by newspapers around the globe, opened on the 10th of July and was targeted against both the airfields and aircraft of the RAF fighter command. By eliminating these bases of operation and destroying the British fighter command, the General Staff hoped to secure air superiority for the planned invasion.

However, many problems hampered the Luftwaffe operations. Its prime fighter, the Messerschmitt ME 209, had but 30 minutes fuel reserves over Britain. Staying any longer risked needing to ditch in the channel. Given minimal warning, early RAF Gloster Pioneer jet fighters were capable of intercepting any Luftwaffe flight. These proved difficult to counter until the introduction of the Horten Ho-229 in 1941, too late to assist in the ongoing battle. By mid August, Hitler insisted on moving to the bombing of London, a task the tactically orientated Luftwaffe was simply not capable of achieving. Losses suffered during daylight raids forced a switch to night attacks. With the reduced effectiveness of bombing operations and flagging morale, the operation was called off in late October, the battle having been conclusively lost by the Luftwaffe.

KAMPFGRUPPE 'SEA LION' LANDING

One attempt was made at establishing a beachhead on British soil. Conducted by a specialized Kampfgruppe known as Sea Lion, it was launched in August. Coinciding with a renewed Luftwaffe offensive, Goring had assured total air cover. With glider-deployed Fallschirmjager landing inland, and specially constructed PanzerKampfer dropping Kriegsmarine soldiers directly onto the beach, the Germans hoped to overwhelm the expected small number of defenders. Intercepted and decoded by Enigma, the German plans were known in advance to the British, who deployed what little regular army units they had left to the area and ensured that top air and sea cover was on hand. When the airborne units began their descent into the drop zone on the morning of the assault they encountered a wall of flak and a swarm of fighter interceptors. Over 70% of the Fallschirmjager never made it to the ground; those that did were quickly surrounded and fighting for their lives.

Sidebar: Signal

In April 1940, the first issue of Signal, a fortnightly propaganda magazine issued by O.K.W, was printed. Signal was modeled after publications such as the British 'Picture Post' and the American 'Time' magazines. Making lavish use of color and black & white photographs, it used cartoons, diagrams and detailed maps to promote the Nazi ideal to the world. While half the magazine was devoted to reporting the progress of the war, the other half was retained for the publication of artistic or pin-up art. Signal pictures of bikini-clad women adorned barracks and bunkers on both sides of the conflict.

At its height, it employed some 1500 reporters and 1000 photographers and was published in twenty different languages, including English. Its very title had been carefully chosen because of its common meaning throughout the European languages. Signal proved a highly effective propaganda vehicle and was a major contributing factor to maintaining the morale of the Wehrmacht troops during the war.

The ground elements fared no better. With the Royal Navy shelling the beachhead, the PanzerKampfer of Sea Lion emerged into a veritable storm of shellfire. Though ground defenses were quickly overcome using the new sonic weapons, little headway could be made against the constant shelling and aerial attacks. After some 4 hours of tenacious fighting on the part of the Germans, a limited beachhead and linkup with some Fallschirmjager had been achieved. However, with casualties rising and dwindling munitions, the decision was made to abort the attack. What remained of Kampfgruppe Sea Lion disengaged and evacuated back onto the beach and their landing craft, with the remaining Fallschirmjager providing a rear guard. In total, some 2500 German casualties were incurred with some 600 captured, mostly from the Fallschirmjäger rearguard. The operation was a total disaster and convinced both O.K.W and Hitler that an invasion of Britain was not feasible.

THE GREEK SIDESHOW

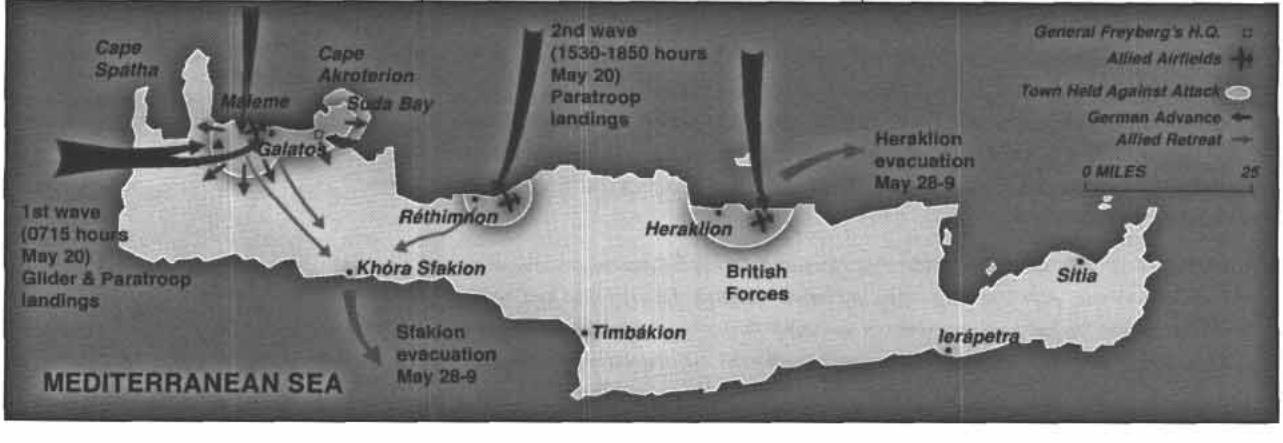
Prior to the commencement of world hostilities, Italy and Greece had been involved in protracted conflict in Albania. After several Italian setbacks, Hitler, fearing an Italian collapse, dispatched German troops to assist. The German operation, code named 'Margarita', began on April 7th with a sweeping attack through the neutral Yugoslavia. At the same time a second attack was launched from Bulgaria against the Greek Metaxas line, where fierce fighting prevented the German advance for three days. The Yugoslavian campaign, conducted against poorly equipped Slavs, lasted just three days. With victory in Yugoslavia, the Greek forces in Albania were completely encircled and, under renewed Italian attack, were forced to capitulate on April 23rd. By this time the second German pincer had, despite valiant rearguard actions by BEF forces, secured some 3/4 of Greece. Seeing no point in continued resistance the BEF was evacuated and Greece abandoned to German occupation.

This campaign had served to highlight the increasing supply problems the Wehrmacht faced as their area of operations expanded to all points of the globe. Stringent measures had been undertaken to maintain supply during the course of the campaign. Orders were issued that no ammunition was to be left in place and iron rations had been issued to all troops involved. Many had laughed at such measures until they were eating such rations two weeks later. While 'Margarita' had been a highly successful operation, it had stalled, despite all efforts to prevent it, through lack of supply. Some 43,000 battle hardened BEF troops had been allowed to escape because lead Panzer elements had run out of fuel! It was a chilling foreshadowing of events to come.

CRETE EXPEDITION

With the successful conquest of Greece, O.K.W began planning the largest and arguably most daring airborne operation to date. The Island of Crete had been occupied by British forces before the Italian invasion of Greece and had served as a collection point for retreating BEF forces. It also provided a base of operations for RAF bombers that continued to threaten the mainland. To secure Crete, O.K.W planned to use the entirety of Germany's airborne troops, supported by elements of elite Gebirgsjager mountain troops.

Lacking sufficient aircraft to transport the entire force at once, the operation was to be carried out in two waves. The first was tasked with the simultaneous capture of the capital of Canea and the only deep water port on the island at Suda. Additionally, the airfield at Maleme was to be captured. The second wave, deploying eight hours later, was tasked with the capture of airfields at Retimo



and Heraklion. Once these airfields were secure the Gebirgsjager would be flown in and the island secured.

The first wave, being equipped with gliders and PanzerKampfers, landed at 7:15am and, while some units dropped amongst defenders and were annihilated, made good headway against tenacious defense. While the capital and port were rapidly secured the airport at Maleme remained in enemy hands. The second wave, having been delayed by refueling problems and lacking PanzerKampfer support, dropped into organized defenders and found themselves rapidly isolated. Unable to make any headway in securing their objectives they were forced to dig in.

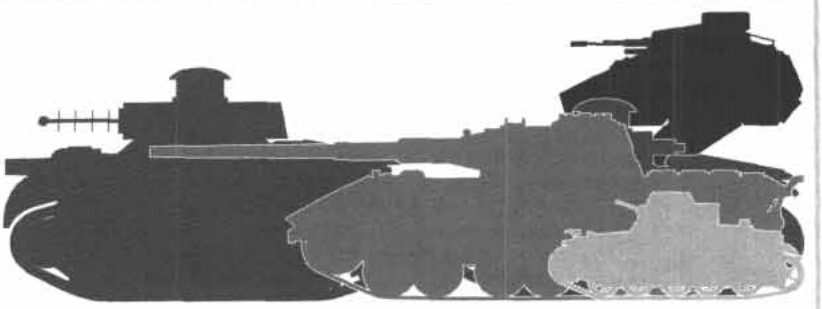
Sensing a possible collapse, the Fallschirmjäger regrouped and attacked the Maleme airfield. Through sheer determination, the defenders were overrun and the airfield secured. Frantic requests for reinforcements were made and the first elements of the Gebirgsjager were landed despite the runway being under enemy artillery attack. With the additional men and heavy equipment of the Gebirgsjager, the Fallschirmjäger at Retimo and Heraklion could be relieved. The arrival of strong German reinforcements precipitated the collapse of the British defenses and the fall of Crete. It also showcased the usefulness of properly-deployed and supported airborne troops.

BARBAROSSA: ATTACKING THE BEAR

With Europe and the Mediterranean now secure, Hitler turned his attention to Russia. Both Germany and Russia had been engaged in an arms buildup since hostilities had ceased in Europe. Both knew of the others aspirations for conquest and territory. Both waited for the right time to strike. Hitler intended to do so first. O.K.W, knowing that surprise would be a major factor, went to great lengths to hide their intentions. Sand was spread on the roads to muffle the sound of marching troops, Panzers were forbade to move until the hour before the assault. Everything was to appear as normal, with even freight trains from Germany to Russia running just hours before the attack commenced.

At 03:01 Berlin time, as dawn broke on the frontier, the peace was shattered by the thunder of artillery and howl of rocket batteries. PanzerKampfers waded across rivers and secured beachheads for the following infantry. Overhead, the rumble of some two thousands Luftwaffe aircraft could be heard carrying out the first of many bombing sorties flown that day. Specially-equipped Brandenburg units wearing Russian uniforms took advantage of the confusion to seize key roads and bridges, allowing the Panzers forward uncontested.

Yet the fighting had a different character than previous battles. Russian defenders, cut off and surrounded, fought

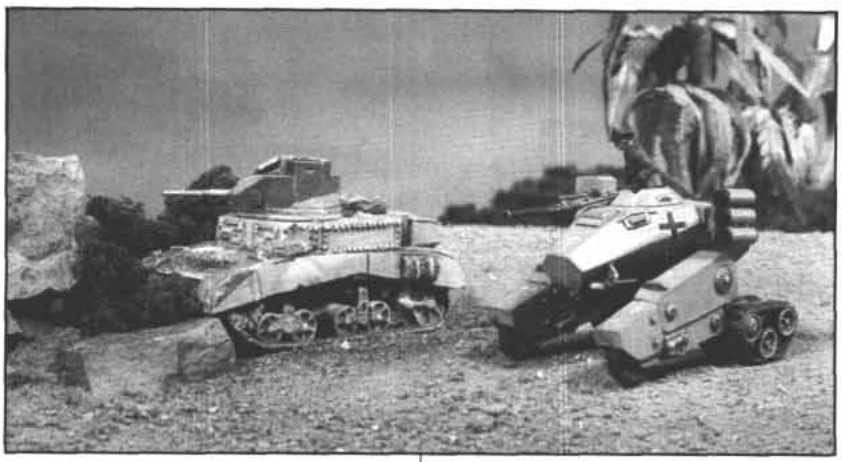


Facing the Steel Monsters

From the outset of the conflict, the Germans first lagged behind in the development of tanks in World War II. While the tank was central to the new German doctrine of Blitzkrieg, the French tanks had been technically superior to those employed during the European Campaign. Their poor top speed, however, coupled with their scattered deployment, had left them vulnerable to the new German tactics and they had been easily isolated and destroyed. Yet in Russia, the Germans were faced with a new generation of Soviet armor: heavily armored, and equipped with the fearsome Tesla guns, these vehicles were almost unstoppable. On several occasions, a single tank was able to hold up the advance for days at a time and caused battle-hardened troops to flee at its very presence.

One such encounter occurred when a heavy T-44 was found guarding a crucial bridge. Unable to destroy it from the air without also destroying the bridge, a desperate plan was formulated. While a Brigade of Panzers went forth to 'distract' it, a PanzerKampfer unit manhandled a Flak 88 across a nearby swamp into a firing position. Even then, it took three direct hits before the Russian tank was eliminated.

While such monsters caused great consternation at the tactical level, they were all too often outmaneuvered and isolated before too much damage was caused. From a strategic view, they were an annoying anomaly that proved distracting rather than debilitating. Yet it demonstrated the gulf in tank technology that would desperately need to be closed as the conflict progressed.



to the last man. The Fortress of Brest-Litovsk did not fall despite all effort to secure it. Many German officers and men became frustrated with what they saw as senseless resistance: "They resist even when we use flame-throwers upon them!" These first few days would characterize the fighting of the entire Russian campaign.

The Panzer divisions, bypassing the pockets of fanatic resistance, raced headlong into the retreating Russian army. German and Russian columns shared the same roads, with hostilities breaking out only when some hapless Russian caused an unwanted delay in the German advance. Vast numbers of shocked and demoralized prisoners were taken. By the 29th of June, the advancing Panzers had closed a 'ring of steel' around Minsk, encircling some 350,000 men, 3,300 tanks and 1,800 field pieces. The Panzers halted to await the marching infantry who would reduce of the pocket. No sooner had the Infantry relieved the Panzers renewed the advance towards Moscow. By now fully half of the Wehrmacht strength was involved in the reduction of Russian pockets, or *Kessles*. Despite this the advance continued at break neck speed, with the Germans attempting to trap as much of the fleeing Russian army as possible.

By 17 July, OKH, fearful that they would be unable to contain the overrun Russian troops, completed a further encirclement at the city of Smolensk. The encirclement netted 310,000 men, 3,200 tanks and 3,100 field pieces. Much of the Infantry were still engaged around Minsk, however, mopping up heavy resistance. Ill-equipped and trained for defensive fighting, the Panzer divisions grimly held on for ten days until infantry units could be disengaged and march to their assistance.

With the arrival of the infantry on July 29th, the Panzer divisions were again freed to continue their advance on Moscow. Progress was slow due to the arrival of the autumn weather and with it the famous Russian mud. As the advance slipped further behind schedule, O.K.W worriedly watched as the weather deteriorated. Needing to complete their conquest before winter set in, OKH marshaled their forces for one final push to capture Moscow. Aided by an unexpected month of clear weather and the almost total lack of organized resistance, the Germans sprinted forward and entered Moscow on November 7th. Surprised Russian defenders, who had thought it impossible to move in the prevailing weather conditions, fell back in total disarray.

Yet this had not been an easy victory like those of Poland and France. The Wehrmacht, organized for rapid victory, had faired poorly. Many of its Panzer divisions consisted of but a handful of operational tanks. Overall casualties had been heavy, especially in the NCO and officer ranks, the very lifeblood of the Wehrmacht. In contrast the Russian military, despite the horrendous casualties it had suffered, had remained mostly intact. Fresh troops arrived from Siberia daily to strengthen its ranks for the resistance. Well-versed in winter combat, the Russians launched a series of counterattacks. The vital initiative passed to the Russians as an ill-prepared Wehrmacht dug in for the winter.

AFRIKA KORPS

With the virtual collapse of the Italian forces in Libya, Hitler, fearful of the strategic advantage the Allies would gain if Africa fell, immediately sent troops to bolster the Italian defense. On the 14th of February 1941, a single full strength Panzer division supported by a light Panzer division and a single Infantry division landed at Tripoli. Designated the *Afrika Korps*, its orders were to tie down British troops in the region and conduct defensive operations. Their commander, however, then General Erwin Rommel, had other ideas. Fresh from stunning victories in France, no sooner had he landed that he launched into one of his classic lightning offensives. Capturing Libya and pushing the British back just beyond the Egyptian frontier, he caused near panic in the British high command.

The only low point in this initial offensive was the inability to capture the port city of Tobruk. Held by a tenacious Australian defense, this was the site of the first defeat of a German Panzer force in WWII. With Tobruk in Allied hands, large

numbers of troops were tied down containing the defenders and supply lines, by necessity stretched back to Tripoli. In November, after the abortive June British 'Battleaxe' offensive, operation 'Crusader' drove Rommel back and relieved Tobruk. Rommel struck back and drove the Allies out to El Alamein, this time securing Tobruk for himself. Yet, despite desperate attacks, the Germans were simply too weak to push the Allies from Africa. With his Panzer forces all but smashed, Rommel had no choice but to withdraw. Never able to recover the initiative, it was only a matter of time before the eventual collapse of the Afrika Korps in early 1943.

The entire campaign had been characterized by a battle of logistics. Each offensive Rommel had launched had been defeated not by the Allies defense but through a simple lack of supplies. Constantly starved of reinforcements and supplies due to the Ostfront, it was only in January 1943 that Hitler committed large numbers of troops, including a company of the new Tiger tanks and Uller walkers, to an already lost campaign. With the capitulation of the Afrika Korps in 1943, some 180,000 troops entered captivity, resulting in one of the largest German defeats in WWII.

SIEGE OF RUSSIA

At the beginning of 1942, much of Russia lay under siege. Both Stalingrad and Leningrad were still holding out against ever increasing German pressure. After the use of mustard gas at Sevastopol, Hitler, fearing Russian reprisals, forbade the use of chemical weapons thus condemning these sieges to be fought by conventional means. It had taken until well into July of 1941 to finally secure Brest-Litovsk during Barbarossa, and O.K.H had no illusions of a quick victory in these ongoing sieges.

With more and more troops being bled away from the front to support siege operations the German lines began to fray. Soviet forces amassed around Moscow and Stalingrad in preparation for a counter-offensive. Under constant reprisal attacks from within Moscow, coupled with the debacle in Red Square, O.K.H ordered the withdrawal from the capitol in May 1942. Methodically destroying its infrastructure, the withdrawing Germans left nothing for the reoccupying Russian forces. Hitler, who had not been informed of O.K.H actions until too late to intervene, flew into a rage and removed General Heinz Guderian from command. Hitler then took direct control of the Wehrmacht and forbade any further withdrawals without his express orders. The stage for the Stalingrad disaster had been set.

German Industry, having yet to enter full war production, had struggled to keep the Wehrmacht supplied throughout the long winter. As the weather cleared and Hitler demanded a renewal of offensive operations, supply problems became critical. German industry was on the verge of collapse until a plane crash killed then industrial minister Todt and vaulted Albert Speer into the position. Instigating rapid changes, the latter virtually doubled German production figures overnight. Much needed supplies and equipment finally began to flow to the front, though their full effects would not be felt until 1943. A newfound optimism began to pervade the Wehrmacht that the war may yet be swiftly concluded.

Then in November the Russians launched their first successful counter-offensive, encircling the 6th army in Stalingrad. The fortunes of war had begun to change.

Thor's Hammer

As the siege warfare continued, O.K.H looked for innovative ways to break the stalemate. Aerial bombardment with both bombs and propaganda had proven ineffective, while traditional infantry assaults were extremely costly in casualties.

In a desperate attempt O.K.H employed the biggest weapon at their disposal: the experimental siege railgun nicknamed Thor. Originally designed and built to neutralize the Maginot line, this huge weapon could fire a 1500 kg shell some fourteen kilometers with a surprising degree of accuracy. A single projectile was capable of leveling an entire city block, and the weapon could theoretically sustain a fire rate of four shells an hour.

Only transportable by rail, it took six locomotives to move the weapon and all its required support elements; truly a sight to behold. Its effectiveness however proved to be less than spectacular. While extremely destructive to both the city and the defenders morale, it also created vast amounts of rubble. This proved to be perfect defensive terrain for the Russians, giving them great protection from the follow-up infantry assaults.

Also, the weapon could only fire from a fixed position and needed to move around to prevent counter battery fire, air attacks and ground asaults. This, combined with the weapon's lengthy setup time, lowered the fire rate to but a few shells a day — a fire rate that proved to be of little effect.

THE BEAR BITES BACK

With more supplies now arriving at the front, O.K.H was determined to retake the initiative. Yet as the valiant defense of Stalingrad finally collapsed the only logical point of attack was at the Kursk Salient. Created by the Soviet offensive that had surrounded Stalingrad, it was a bulge some 120 km deep and 180 km long. Eliminating the salient would enable the front to be drastically shortened, thus freeing troops for further offensive operations. The Russians were all too aware of this and had prepared extensive fixed defenses within the salient. On the morning of July 5th, after prolonged preparations, O.K.H launched operation 'Zitadelle'. Equipped with the next generation of Panzers and Kampfers, including the only company of Maus superheavy tanks produced to date, the Germans attacked either side of the salient with a planned link-up at Kursk. Yet despite the vast number of troops, especially tanks, committed, the advance was painfully slow. Vast minefields thwarted any attempt at maneuver, artillery rained down and stripped the Panzers of their vital infantry support, hidden anti-tank batteries then attacked the defenseless Panzers. As one ring of defenses was breached, another would be encountered. By the close of the first day only five km had been penetrated, at horrendous cost. Reserves were committed and the advance resumed the next day. Slowly, inexorably ground was won. By the 12th, the Germans had managed to advance only twenty-five km, with fatal delays in committing elite troops such as the LSSAH to battle further hampering German efforts.

The Russians sensed the tide of the battle had turned and deployed their entire armored reserve on this day. What followed was to be the largest tank battle the world has ever witnessed. For two days, the battle raged. By the end of the second day, it was clear to the Germans that any further advances would be impossible, and operation Zitadelle was called off.

With huge losses in both men and material, the German Panzer arm was shattered. In the coming months the Russian counter offensive clawed back all of the ground won in Zitadelle and pushed the Germans beyond their initial starting point. At the close of 1943, the initiative had passed to Russians, with O.K.H resigned to mounting defensive operations.

Past Mistakes Repeated?

In the opening stages of Operation Barbarossa the Soviets had employed SMK 100 and T-35 Supertanks all along the front. These Steel Juggernauts had proven too slow and vulnerable to be effective and had suffered accordingly. Indeed, the 34th tank Division who operated most of the sixty T-35 produced was virtually wiped out on the first day. Having come under air attack, three tanks were destroyed and blocked the road. As the remaining vehicles of the 34th scattered, they immediately were knocked out through mechanical breakdowns or immobilization in nearby ditches. Yet these vehicles had so fascinated German tank specialists that they ordered a fully operational example be shipped to Germany for trials.

It was determined that the tanks suffered from being totally underpowered for their weight. Existing vehicle engines could not deliver the necessary power to make the concept of a 'Land Battleship' viable. Yet such was the interest that the project continued to be pursued, particularly by Freiderich Goble. Using his firm, Traumshoteneun, Goble explored other methods of powering these huge machines. What he discovered was that the specialized engines used to power the Kriegsmarine U-boats were almost perfectly suited to the role. However, the Kriegsmarine consistently refused to provide either engines or skilled personnel to aid Gobles project. It took a direct Fuhrer edict before it provided the necessary material to allow the project to move forward. By then, this stalling had prevented the realization of Gobles' dream for almost a year. Germany's Landships would arrive too late to sway the battle in any direction.

LIGHTNING WAR

After the conclusion of the Great War, the world's militaries sought to develop tactics and technologies to prevent the stalemate of trench warfare in future conflicts. While other armies developed technologies such as tanks and artillery, the Germans, having these options closed to them via the Versailles treaties, turned to doctrinal changes. In the Great War artillery had been seen as the decisive, war winning, weapon. Yet despite vast numbers being utilized it had failed to break the deadlock on the western front. In the last great offensive of the war the Germans instead had broken the line using innovative new tactics. Concentrating specially trained soldiers known as 'storm troops' at key points they infiltrated at night, cutting wire and neutralizing machinegun nests. Disrupting communications and supply lines, they allowed following infantry formations to advance almost unopposed. The ensuing chaos and havoc allowed rapid advances to be achieved. So effective were these tactics that they precipitated the near collapse of the Allied forces in France and almost won Germany the war. Here it had been demonstrated that a numerically superior enemy could be defeated by attacking its ability to communicate, reinforce and supply its units.

MECHANIZED WARFARE

These 'Storm' tactics, as they came to be known, had displayed all the tenets of a new warfare that the forward thinking General, Generaloberst Heinz Guderian had been advocating. He argued, in his post-war book *Achtung Panzer!*, that the days of the massive infantry assault were over. Instead, maximum force of arms should be brought to bear on a small section of line to ensure a breakthrough. From there, follow up forces would be used to encircle and eradicate the opposition, allowing the spearhead formation freedom of movement to disrupt enemy counterattack efforts and effect larger encirclements. These 'maneuver' tactics would foster a war of fast passed advances and vast, sweeping actions. The concept of the *Blitzkrieg* (Lightning War) was born.

While the tenets of the new Blitzkrieg were generally accepted, the type and disposition of units used to carry them out was not. The obvious choice for the spearhead units was the tank, yet these were denied to the Germans via the Versailles treaties. Pre-existing infantry formations possessed the necessary firepower to effect a breakthrough but were too slow to exploit it. Infantry could be motorized, giving them the required mobility, though the resultant loss of firepower led many to doubt their ability to enable a breakthrough. Then Guderian was invited to a demonstration of a machine that would change the situation forever: the Christie Walker. Here was a machine not only fast enough but also able to carry limited firepower into almost any terrain. Equally at home in the open or the confines of a city, this machine could support troops engaged in every phase of Blitzkrieg. But the most attractive aspect was that it was not covered within the Versailles treaties and thus could be developed by Germany in the open. The Germans dubbed the new weapon *PanzerKampfer* and began immediate development.

COMBINED ARMS

Prior to WWII, the overall method of warfare had changed little from those employed during the 18th century. Large standing armies, consisting mostly of infantry, would form up and attack across a wide line. The Great War saw these tactics pitted against modern weaponry, with devastating consequences. Artillery, considered the decisive factor in any engagement, was used in massed barrages to support infantry assaults. Infantry advanced in massed formations to take and hold the ground won by the artillery. Cavalry, made obsolescent by the machinegun, were now replaced by tanks and was considered useful only for limited reconnaissance in force and exploiting any local breakthroughs made by the infantry. Cooperation between each arm was found only at the strategic level, and then only in broad terms.

The Germans realized that along with changes in the way wars were fought strategically there also needed to be fundamental changes in the way they were fought tactically. Tanks were now considered the primary weapon of attack, with artillery used to harass and pin down enemy forces rather than destroy them. Yet tanks were also supported by mechanized infantry to protect them from close assault. Mechanized infantry followed up and eliminated pockets of resistance and contained strong points bypassed by the fast moving Panzers. These units advanced behind the spearhead and protected its flanks. Behind marched the infantry who reduced any final pockets of resistance and secured lines of communication and supply. All units were lavishly equipped with heavy weapons, artillery and PanzerKampfer support, which enabled them to operate with varying degrees of autonomy. This strong level of integration allowed each arm to play to its strengths and be protected from its weaknesses.

KAMPFGRUPPE

With the fluid nature of combat in Blitzkrieg, the large formalized structure of traditional military units became too unwieldy. Originally designed to maintain command and control under battle conditions, with the advances in training and communications, these rigid formations became redundant. In battle, German units would instead break down into smaller fighting units consisting of the necessary mix of infantry, armor and support needed to fulfill their intended mission. Such units were known as Battle Groups or Kampfgruppe.

Kampfgruppe were generally identified by their commander's name (ie Kampfgruppe Felp, Kampfgruppe Pieper, etc) and, though there were exceptions, existed only as long as it took to fulfill their intended mission. Generally consisting of a combined arms unit, they varied in size from company to battalion strength. By definition they were able to operate with limited independence and could consist of units from several service arms of the Wehrmacht. Kampfgruppe provided the necessary flexibility, speed and firepower to allow the tactics of Blitzkrieg to work. Indeed, the ability to form integrated fighting formations from any available units served the Germans well throughout the course of the war.

COMMAND CONCERNS

The Blitzkrieg put great emphasis on initiative and rapid response to changing battlefield conditions. Its maneuver and combined arms tactics were at once its best asset and greatest weakness. For while a skilful commander could provide victory, an inept one would only bring defeat. This was just as true for communications, for if commanders did not know the true battlefield situation, they could not give effective orders to combat it. This was never more true than in the combined arms environment of the Kampfgruppe. Commanders were most effective up front so as to be able to accurately assess and control the situation By providing leadership and facilitating communication between the disparate elements of their unit they were able to rapidly and effectively respond to any situation. The very best German officers lived by this creed and owed much of their success to it.

The necessity of officers to lead from the 'sharp end' of combat caused undue casualties within their ranks. The European campaign had resulted in higher than expected losses from amongst the officer corps: in operation Barbarossa, where the combats had been ferocious, some 20% of all casualties were from the Officer corps, which made up just 2% of the Wehrmacht total manpower. Indeed, while much of its success could be attributed to its leadership style, the resultant loss of experience and leadership were simply irreplaceable. By 1943, the situation had become critical, with increasing combat decimating the ranks of experienced combat officers. Both the Allies and Russia had begun to alter their military thinking and to rectify their mistakes. Germany was beset on all sides and engaged in a multi front war. What was needed was clear, effective leadership and there was simply not enough to go around. While O.K.H undertook measures to rectify the problem, many soldiers on the front line wondered if it would be soon enough.

Generaloberst Heinz Guderian

The son of a Prussian General, Guderian had served as a staff officer during the Great War. Though having a solid but undistinguished career during the war, it was here he formulated his ideas of mechanized warfare. Realizing the powers of the Panzer, and later the Kampfer, he wrote his seminal work 'Achtung! Kampfer!' to highlight the benefit of his new military techniques. Given the title of 'General of Armored Troops' he was responsible for much of the planning of both the Polish and French campaigns. Indeed, armored elements of his command were the first to cross the Meuse and push the Allies to the English Channel.

THE HEER

The pre-war German army was known as the Reichswehr and consisted of a standing army of professional soldiers. It was kept small by both treaty limitations and economic necessity. Much of its upper ranks were highly experienced Great War veterans, with its rank and file consisting of the very best youth post-war Germany had to offer. Its commanders, under no illusions that its existing formations would be sufficient in the event of armed conflict, structured the Reichswehr so as to act as seed stock for the raising of larger formations. In the event of war, its rank and file would become the officers and NCOs of rapidly formed units. The higher ranks would assume divisional, corps and army command. Select officers would reconstitute a new general staff who would be tasked with overseeing the entire process.

Unable to train large units of men overtly, the Wehrmacht instead assisted in the running of youth camps and labor details. While these organizations carried out their civilian tasks, they were also taught the discipline and basic drill needed to become a soldier. Promising members who showed leadership qualities were rotated into the ranks of the Reichswehr to provide them with the practical experience they needed to use the theory they had already been taught. In this way, when the call to arms came, the Wehrmacht was able to raise a capable and disciplined army in a scant few weeks.

German Military Terminology

The German army had a formalized structure unique to itself. While using a similar structure to most of the armies of the day, the terminology used was specific to the Wehrmacht. Below is a comparative list of both rank and unit designations. A list of additional terms is also present.

UNIT	TRANSLATION	UNIT	TRANSLATION
Gruppe	Section	Division	Division
Zug	Platoon	Korps	Corps
Kompanie	Company	Armee	Army
Abteilung	Battalion	Armeegruppe	Army Group
Regiment	Regiment	Kampfgruppe	Battlegroup
Brigade	Brigade		
ORGANIZATION	**TRANSLATION**	**ORGANIZATION**	**TRANSLATION**
Wehrmacht	German Armed Forces	O.K.H	Heer Supreme Command
Heer	German army	Landser	Ground based forces
O.K.W	Wehrmacht Supreme Command		
RANK	**TRANSLATION**	**RANK**	**TRANSLATION**
Schutze	Rifleman	Major (silent J)	Major
Gefreiter	Lance Corporal	Obersleutnant	Lieutenant Colonel
Obergefreiter	Corporal	Oberst	Colonel
Feldwebel	Sergeant	Generalmajor	Major General
Stabsfeldwebel	Staff Sergeant	Generalleutnant	Lieutenant General
Leutnant	Second Lieutenant	General	General
Oberleutnant	First Lieutenant	Generaloberst	Colonel General
Hauptmann	Captain	Generalfeldmarschall	Gen. Field Marsh.

Generaloberst Gotthard Heinrici

Harking from a family with a military tradition stretching back to the 12th century, he joined the 195th Infantry division in 1905 and served in the Great War, earning both distinction and decorations. At the beginning of hostilities he commanded the 16th Infantry Division in its conquest of the West. By 1942 he had risen to command the entire 4th Army during its defense of the southern flank in Russia. Heinrici was known as a brilliant infantry commander, routinely holding off ten times his own strength. He achieved this by clever use of his transport assets, moving troops from quiet sectors to those under attack, ensuring sufficient strength existed to conduct a strong defense. By running his transport strength 24 hours a day, troops were rotated from combat every three days, ensuring fresh troops were able to meet any new attack. Yet by 1943 even Heinrici had doubts about his ability to hold the line and expressed this opinion to Hitler, losing him some favor in the process.

In The Field

The German TOE are incredibly complex; trying to condense them into something usable on a game scale required some simplifications. Traditionally, the Germans do not mix unit types (e.g. Panzer, Infantry etc) from the Abteilung down.

To make the TOEs easier to use, they were broken down into three general time periods. Refer to the year of the scenario being played to know which formation to use. Point values can be calculated for any desired Quality level using the formula on page 64 of the ***Gear Krieg rulebook****.*

PANZERS

After their defeat in the Great War, German strategists began to reappraise the tactics used to conduct modern warfare. Guderian's Blitzkrieg concepts rapidly became the doctrinal cornerstone of the Wehrmacht. The Panzer unit was central to the Blitzkrieg, for it alone had the necessary speed, mobility and firepower to act as its vanguard. The PanzerKampfer, while extremely mobile, lacked the protection and offensive punch necessary to be the core fighting unit in such a formation. What was needed was a tank unit; unlike the latter, however, the PanzerKampfer could be developed in the open, while Panzers could not. Instead, the design and testing of both Panzers and Panzer tactics needed to be carried out clandestinely. Stalin, who was preparing his own campaign of conquest, was only too pleased to assist upon the proviso he too had access to the fruits of German labor. Yet despite all efforts, at the beginning of WWII Germany suffered a deficiency in terms of both the technical quantity and quality of its armored forces.

Blitzkrieg maintained that Panzer units were to be utilized for strategic offensive operations only. To ensure that the Panzer units were able to utilize their firepower where and when it was needed the most they were to be held in reserve until the attack or counter attack was to commence. This practice allowed the Wehrmacht to utilize its small amount of armor in the most effective manner, and was the decisive factor in its stunning early victories. As Russian and Allied armor and tactics improved and Germany's strategic situation worsened, however, the role of the Panzer altered. Frequently, units found themselves dispersed into small Kampfgruppe and used in local counter attacks, or to check breakthroughs and relieve pressure from defending units. This caused attrition not only from combat but also from wear and tear due to their constant movement. By late 1943, despite regaining technical superiority, the Panzer forces of the Wehrmacht were overworked, under equipped and in desperate need of rest and refit. Even though by now their Panzers surpassed the performance of their opponents, there was simply not enough of them left to stem the tide.

ROLE IN BLITZKRIEG

Able to provide the necessary firepower to effect the initial breakthrough and possessing the necessary speed and maneuverability to exploit it, the Panzer unit was the ideal unit to carry out the Blitzkrieg. Taught to maintain the momentum of attack above all else, Panzer units were trained to bypass pockets of resistance, leaving their destruction to follow-up units. From there, they were to use their speed and firepower to overwhelm supply and communication units, disrupting enemy movement and isolating forward positions.

To achieve this, the unit's core consisted of a large armor element supported by self-propelled artillery and flak. Strong elements of Sturmpioneers, the vaunted German combat engineers, were present to clear minefields, conduct bridging operations and destroy anti-tank obstacles. Mechanized infantry were also present but kept to a bare minimum; enough to protect the tank elements from close infantry assault and provide security. The purpose of the Panzer unit was not to stand and fight, but always to push forward. Every Panzer soldier lived the creed 'sweat saves blood.'

PANZERS 1939-1941

At the outbreak of war the Wehrmacht Panzer formations were woefully under equipped to conduct a military campaign. Though extensively trained in the new maneuver warfare, it was mostly theoretical knowledge practiced in obsolete training tanks. Spain had provided invaluable combat experience to the fledging armored forces but this experience had to be spread very thinly. With the annexation of Czechoslovakia, better tanks had become available. Utilizing captured armament factories a rapid refurbishment program was undertaken. Yet on the eve of the French invasion the Allies still possessed superior tanks, both in quality and quantity.

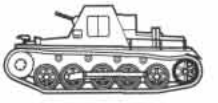
Despite these shortfalls, the Wehrmacht Panzer formations, utilizing superior deployment, leadership, tactics and not a little luck, were able to *defeat their opponents piecemeal*. This was not achieved without revealing glaring deficiencies in the equipment, training and organization of the Panzer formations. Combat experience revealed a preponderance of armor in the existing TOE which proved too unwieldy to deploy and maneuver in combat, thus proving ineffective. While the Panzer formations were powerful, they were incapable of overcoming organized resistance through a lack of infantry support. Forced to halt until marching infantry could reach their positions, they lost momentum and diminished their fighting worth. By the end of the French campaign O.K.H had undertaken a major overhaul of the Panzer units and their structure.

Basic Combat groups

Panzer Zug

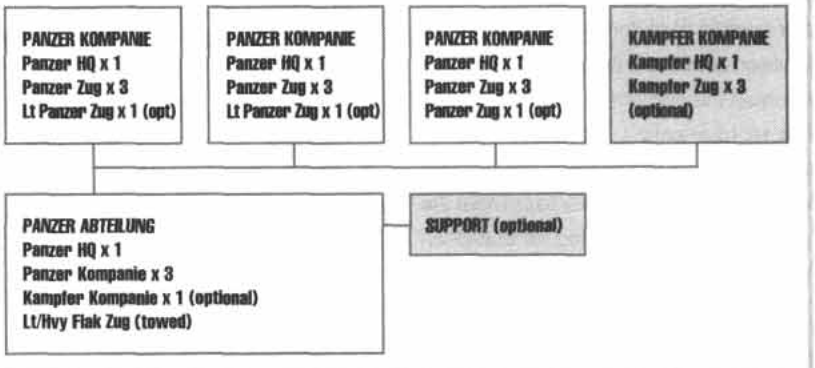
5 x Panzers

Panzer HQ



2 x Command Panzers

Panzer Abteilung Organization



Typical Combat Groups 1939-1941

Light Panzer Zug	PZ II x 5
Medium Panzer Zug	Pz 38t x 3 Pz II x 2
Medium Panzer Zug	Pz III x 5
Heavy Panzer Zug	Pz IV x 5
Panzer HQ	Befehlswagen x 2
Panzer HQ	Pz III Command x 2

Default Morale: 2 (Veteran)

Rule: Command Panzer/Kampfer

The Blitzkrieg relied heavily on a strong command and control presence at the sharp end of the battlefield. Often, existing vehicles or Kampfer would have additional communications equipment installed at the cost of internal stowage and ammunition. This allowed an existing vehicle or Kampfer to remain battle worthy, and act as a Zug or Kompanie Gruppe leader. More specialized command vehicles were built and were generally reserved for Abteilung command or above.

In game terms, this replaces 30% of any internal stowage space (including passenger capacity) and ammunition stores with a –1/8km communications set.

PANZERS 1941-1943

While the sweeping defeat of Europe left the world stunned, O.K.H was under no illusion as to how close the conflict had really been. A rapid training and refitting program was instigated in the hope of readying the Panzer arm for the inevitable conflict in the east. As the conflict approached, Hitler demanded the number of Panzer Divisions doubled. To comply with these orders within the necessary timeframe, O.K.H simply halved the existing complement of Panzers per Division and used the surplus vehicles to equip the additional units. Along with the reorganization, additional infantry assets were incorporated into the revised TOE in an endeavor to combat the problems identified during the European campaign.

With the launching of Barbarossa, and the shocking revelation of the qualitative superiority of Russian armor, a crash program to update and up gun the Panzer formations was commenced. One of the most notable measures was the refitting of numerous Panzers with the recently retro-engineered British laser. This enabled the hard-pressed Panzer forces to deploy an anti-armor weapon sufficiently powerful to defeat Russian armor. Providing only a stop-gap measure at best, the new generation Panzer and PanzerKampfer development was fast tracked in an attempt to combat the new Soviet threat.

Basic Combat groups

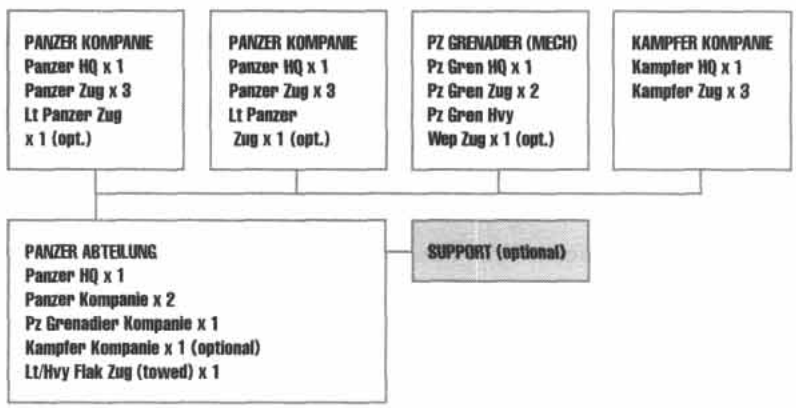
Panzer Zug

4 x Panzers

Panzer HQ

2 x Command Panzers

Panzer Abteilung Organization



Typical Combat Groups 1941-1943

Light Panzer Zug	Pz II x 4
Medium Panzer Zug	Pz 38t x 2 Pz II x 2
Medium Panzer Zug	Pz III x 4
Heavy Panzer Zug	Pz IV x 4
Panzer HQ	Pz III Command x 2

Default Morale: 2 (Veteran)

21st Panzer Division

Formed in late 1941 from the 5th Light Div., the 21st Panzer Div. defended against operation 'Crusader', where it contributed greatly in slowing the advance of the British 8th Army. Withdrawing to a defensive line at El Aghelia, it awaited refitting until early 1942. Newly reinforced and equipped, it spearheaded Rommel's second African offensive, driving the Allies back to El Alamein. Waiting only for the bare minimum of the supplies, the 21st resumed the attack but were driven off. The second attempt to force El Alamein, launched 6 weeks later, saw the 21st led into a carefully prepared trap. Forced to attack on a narrow front and shelled by the entire 8th Army artillery assets, the 21st faltered and fell back, losing some 80% of its Panzer strength in just one day.

PANZERS 1943

With worsening resource shortages and rising combat losses, large gaps began to appear in most Panzer formations' authorized TOE. As the strength of the Panzer forces degraded, offensive operations began to be scaled back, limited mostly to counterattacks and localized advances. The days of rapid advances and sweeping encirclements were drawing to a close. Vehicles and equipment replacements were in constant short supply, yet the most concerning problem was the mounting loss of manpower. At the beginning of the campaign casualties had been light, yet centered around the ranks of experienced officers and NCOs. As less experienced soldiers filled these roles overall casualties had risen markedly. Much of the Blitzkrieg relied on quality leadership to be effective, leadership which was now in short supply. As casualties climbed, the Heer was forced to look further afield to replace it losses. Veterans of the Great War were once again recalled to service and German youth organizations were scoured for suitable candidates. Old men and boys began to appear in the ranks, a depressing harbinger of the events to follow.

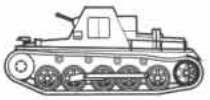
It was at this time that the German industrial sector finally moved into a wartime footing and the next generation of Panzers and PanzerKampfer began to appear in the Panzer divisions. These new 'wonder weapons' were indeed immensely effective in combat, being easily superior to anything the Allied and Russian forces would field for the remainder of the war. Yet now there were fewer crews to pilot them and still fewer sufficiently experienced to utilize them to their full capabilities. Lacking the creative leadership and initiative of earlier years, the overall effectiveness of the Panzer forces steadily degraded.

Basic Combat groups

Panzer Zug

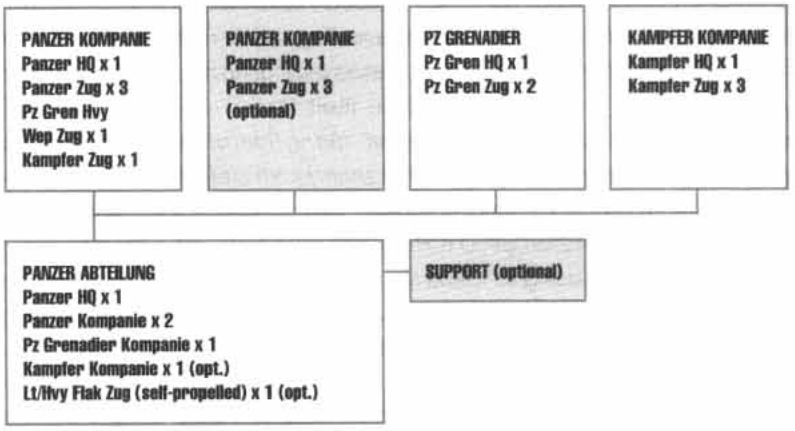
4 x Panzers

Panzer HQ



2 x Command Panzers

Panzer Abteilung Organization



Typical Combat Groups 1943

Light Panzer Zug	Pz III x 4
Medium Panzer Zug	Pz IV x 4
Heavy Panzer Zug	Panther A x 4
Panzer HQ	Pz IV Command x 2
Panzer HQ	Pz III Command x 2

Default Morale: 2 (Veteran)

Sturmgeschutz Abteilung 177

Formed during the summer of 1941, the unit was equipped exclusively with Stug III assault guns. It was shipped to the Russian front in September. On arrival, it made its presence felt in the bitter street fighting in Smolensk. Supporting the 4th Army drive to Moscow, the unit was soon embroiled in fighting around the Russian capital. Fought in sub-zero temperatures, against T-34 and Tesla-armed KV1 tanks, the unit suffered horrendous losses. Armed with the ineffective short 75mm infantry support gun, the Stug III panzers had to close to within scant meters to even hope to penetrate. It was in these engagements that Hauptmann Von Fahrenheim, the 177th commander, was to be awarded the Knights Cross for his bravery and leadership.

PANZERGRENADIERS

The term 'Panzergrenadier' literally means Armored Infantry. In 1939, such an organization simply did not exist; the closest analog was the German motorized infantry unit. Consisting of light infantry equipped with motorcycles and soft skinned lorries to provide rapid mobility, the performance of these units in the invasion of Poland and France was less than stunning. The European campaign identified a need for an increase in both firepower and armored support. By 1941, as production of armored carriers and PanzerKampfer increased, the existing motorized units were re-equipped and reorganized to include such assets: the Panzergrenadier was born.

On the offensive, the Panzergrenadier units maintained contact with the Panzer formations and provided them with much needed infantry support. When acting in defense, they provided a mobile reserve, assisting in holding the line against any enemy offensive actions. As the war progressed they found themselves performing the latter task far more frequently than their former intended role. Many Panzergrenadier units became 'fire brigades', racing from one sector of the front to the next, desperately fighting to prevent the enemy from breaking through. By 1943 these units, having borne the brunt of fighting, were in need of an extended period of refitting and reorganization lest O.K.H risk their total destruction. Yet they were so integral to defense that doing so risked a possible collapse of the entire front. While O.K.H desperately tried to find a solution to this dilemma the dwindling Panzergrenadiers formations valiantly fought on.

ROLE IN THE BLITZKRIEG

Once a breakthrough was achieved, Panzers were to bypass any resistance and race forward to effect a larger encirclement of the enemy. This, however, left their own flanks exposed and vulnerable to counterattack, placing them at risk of being encircled and cut off. The Panzergrenadiers' task was to prevent this by protecting the advancing Panzer unit's flanks, and containing and reducing pockets of bypassed resistance. They were to defend against any enemy break out attempts or relief attempts until marching Infantry columns arrived. Once relieved, they were to then the re-establish contact with the leading Panzer units and assist in establishing and maintaining any encirclement operations currently underway.

Due to their role Panzergrenadiers primarily fought from defensive positions, containing pockets of resistance and preventing enemy units escaping from encirclements. Initially relying on armored carriers and assault guns, the Panzergrenadiers found they lacked effective infantry close support. As PanzerKampfer production increased, large numbers were earmarked for equipping Panzergrenadier units. Their mobility and firepower perfectly suited the warfare the Panzergrenadier undertook and they greatly increased their effectiveness.

Panzergrenadier Division 'Grossdeuchland' (Great Germany)

Grossdeuchland was the premier unit in the pre-war Wehrmacht. Originally an elite infantry formation, with Hitler rise to power, O.K.H used its influence to ensure its priority in the re-armament of the German army. Fighting as a motorized Infantry regiment throughout the European campaign, it acquitted itself well in a number of engagements. Re-equipped and expanded to a full division after the conclusion of Barbarossa, it fulfilled the role of an elite mobile reserve along the Ostfront. Removed from active duty in late 1942, it was specially re-equipped and upgraded to a Panzergrenadier Division for its participation in the Kursk offensive. It proved to be one of the few units capable of making any headway against the ferocious Russian defenses. Despite or because of this, at the close of Kursk it was once again withdrawn from the front lines to rebuild its shattered ranks.

3rd Panzergrenadier Division

Formed out of the few remnants of the 3rd infantry division to escape the Stalingrad siege, it was one of the few German armored units not to see action on the Ostfront. Instead, on the completion of its refitting, it was sent to Italy to assist in the defense against the recent Allied landings. Here, despite its relatively poor equipment, it was to perform miracles of defensive action. Frequently deploying into mountainous terrain, its troops used every advantage to hold up vast numbers of Allied troops for months at a time.

PANZERGRENADIERS '39-41

In the opening moves of the war, all Panzer and most Kampfer production was directed towards the production of armored formations, leaving the motorized infantry with little heavy support. These light units were used as fast independent infantry formations tasked with securing strategic yet isolated objectives. Lacking substantial armored support (and often outrunning the Wehrmacht's predominately horse drawn artillery), these formations lacked firepower and proved largely ineffective.

The motorized infantry units of 39-40 were largely experimental and labored under two major flaws. The most debilitating was their lack of armored support. The second compounded the first: lacking a formalized role in the fledgling tactics of Blitzkrieg, they were all too often expected to operate independently in the vanguard. Lacking the equipment to do so, they often suffered terribly for it. After the invasion of Poland and France, O.K.H sought to redress these problems by reorganizing these formations into of a new type of unit with additional armored support.

Infantry Combat Sections

INFANTRY SECTION	PZ GREN HQ
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG
1 Assist w/Rifle	1 w/Rifle + Radio
1 w/SMG	1 w/Rifle
1 w/Rifle	Kubelwagon
1 w/Rifle	1 Assist w/Rifle
1 w/Rifle	HQ Section (Zug)
1 w/Rifle	1 Officer w/SMG
1 w/Rifle	1 NCO w/SMG + Radio
1 w/Rifle	1 w/LMG
1 w/Rifle	1 Assist w/Rifle
1 w/Rifle Grenade	1 w/Rifle
1 w/Rifle	

Basic Combat Groups

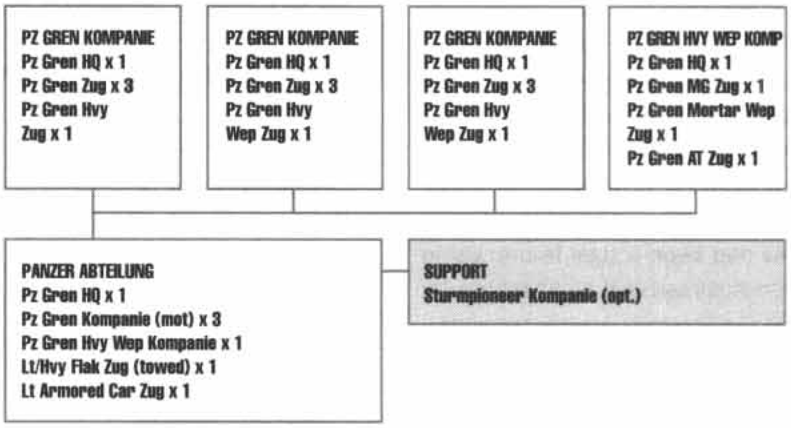
PZ GREN ZUG (MOT)

3 x Pz Gren Sections
1 x Pz Gren HQ Section
4 x Trucks

PZ GREN HVY WEP ZUG (MOT)

1 x MG section, 1 x Mortar section,
1 x AT Rifle section, 1 x HQ section, 4 x Trucks

Pz Grenadier Abteilung Organization


PZ GREN KOMPANIE
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Gren Hvy
Zug x 1
PZ GREN KOMPANIE
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Gren Hvy
Wep Zug x 1
PZ GREN KOMPANIE
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Gren Hvy
Wep Zug x 1
PZ GREN HVY WEP KOMP
Pz Gren HQ x 1
Pz Gren MG Zug x 1
Pz Gren Mortar Wep
Zug x 1
Pz Gren AT Zug x 1
PANZER ABTEILUNG
Pz Gren HQ x 1
Pz Gren Kompanie (mot) x 3
Pz Gren Hvy Wep Kompanie x 1
Lt/Hvy Flak Zug (towed) x 1
Lt Armored Car Zug x 1
SUPPORT
Sturmpioneer Kompanie (opt.)

Infantry Combat Sections 1939-1941

Typical Combat Groups 1939-1941

PanzerGrenadier MG Zug	MG sections x 3 + HQ x 1 + 3 trucks
PanzerGrenadier Mortar Zug	81mm Mortar + truck x 4 + HQ x 1
PanzerGrenadier AT Zug	Pak 38 + truck x 4 + HQ x 1
Light Armored Car Zug	SdKfz 222 x 6

Default Morale: 2 (Veteran)

PANZERGRENADIERS '41-43

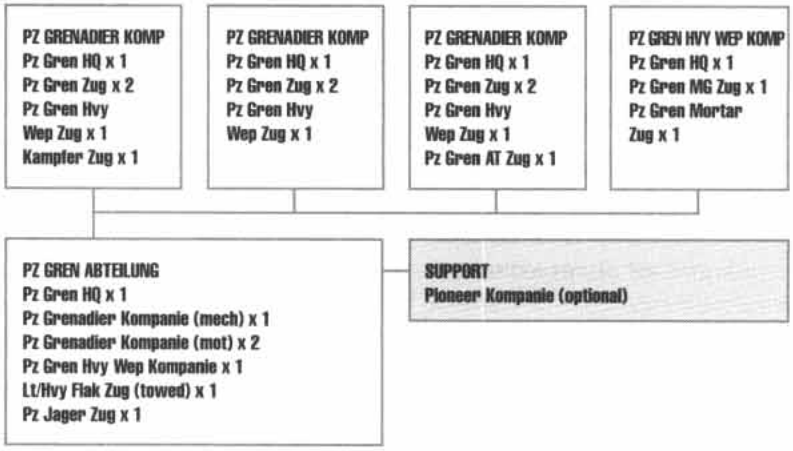
With the European campaign successfully completed two major shortfalls with the new tactics of Blitzkrieg had been identified. First had been the identification that the Panzer units had lacked sufficient infantry support, frequently leading to a halt in the advance until marching infantry could arrive and relieve the situation. These lengthy respites in the attack had often allowed the defending forces to recover from their initial shock and either prepare defenses or withdraw in good order. It had also become apparent that the independent motorized infantry formations had been a total failure. Using these motorized units as a base to work from, O.K.H rapidly re-equipped and reorganized into what would become known as Panzergrenadiers.

The newly formed Panzergrenadier units had extensive PanzerKampfer and assault gun support added to their TO&E. Both types of vehicle were well suited to the defensive fighting primarily undertaken by the Panzergrenadiers. This freed more of the flexible Panzers for the Panzer formations. Also, for the first time armored half-tracks were included in Panzergrenadier units, though production shortfalls prevented the unit's entire infantry strength from being thus equipped. The inclusion of armored halftracks permitted the infantry vanguard to be transported closer to the front lines, allowing them to deploy closer to the action and thus improve their effectiveness. These alterations turned these relatively ineffective formations into a formidable fighting force indeed.

Basic Combat Groups

PZ GREN ZUG (MECH)	PZ GREN HVY WEP ZUG (MECH)
3 x Pz Gren Sections	4 x SdKfz 250/1 + crew NCO
1 x Pz Gren HQ Section	3 x 250/7 carriers + 1 x 250/1 + crew NCO
3 x SdKfz 251/1	3 x 250/10 + 1 x 250/1 + crew NCO
1 x SdKfz 250/10	

Pz Grenadier Abteilung Organization


PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 2
Pz Gren Hvy
Wep Zug x 1
Kampfer Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 2
Pz Gren Hvy
Wep Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 2
Pz Gren Hvy
Wep Zug x 1
Pz Gren AT Zug x 1
PZ GREN HVY WEP KOMP
Pz Gren HQ x 1
Pz Gren MG Zug x 1
Pz Gren Mortar
Zug x 1
PZ GREN ABTEILUNG
Pz Gren HQ x 1
Pz Grenadier Kompanie (mech) x 1
Pz Grenadier Kompanie (mot) x 2
Pz Gren Hvy Wep Kompanie x 1
Lt/Hvy Flak Zug (towed) x 1
Pz Jager Zug x 1
SUPPORT
Pioneer Kompanie (optional)

Infantry Combat Sections 1941-1943

INFANTRY SECTION*	PANZERGRENADIER HQ	MORTAR SECTION
1 NCO w/SMG	1 Officer w/SMG	NCO w/SMG
1 w/LMG	1 NCO w/SMG	Mortar team x 3
1 Assist w/Rifle	1 w/Rifle	
1 w/LMG	1 w/Rifle	MORTAR TEAM
1 Assist w/Rifle	1 Assist w/Rifle	1 w/81mm Mortar
1 w/SMG	1 Assist w/Rifle	
1 w/SMG	1 w/Rifle Grenade	
1 w/Rifle	SdKfz 250/3 halftrack	

** Add three men w/Rifles if motorized unit;*
Note: Where not listed, assume remain the same as previous years TO&E;
Note 2: Trucks may be replaced by unarmored halftracks after 1942.

Typical Combat Groups 1941-1943

TYPE	DESCRIPTION
Panzergrenadier MG Zug	MG sections x 3 + HQ x 1 + 3 trucks
Panzergrenadier Mortar Zug	120mm Mortar + truck x 4 + HQ x 1
Panzergrenadier AT Zug	Pak 40 + truck x 4 + HQ x 1
PanzerJäger Zug	Stug III x 3

Default Morale: 2 (Veteran)

PANZERGRENADIER 1943

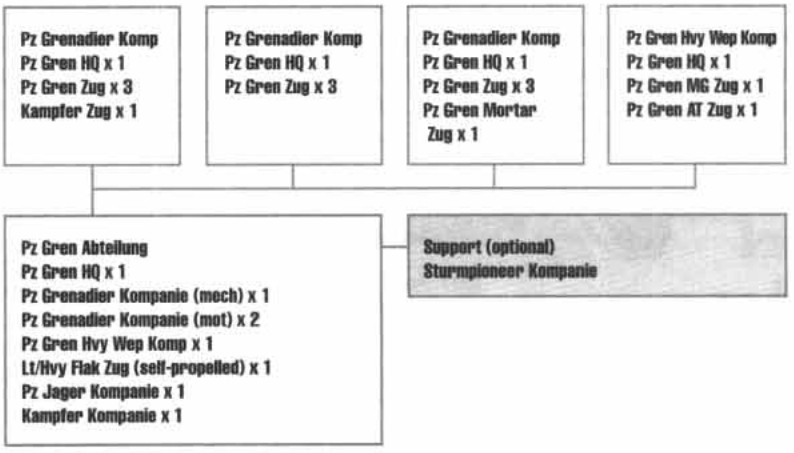
With the arrival of 1943 the situation on the Russian front had turned against the Germans. The Wehrmacht's seeming inability to crush the Red Army's will to fight had cost O.K.W the initiative, and fighting took on a defensive posture. With the Panzer formations held in readiness to resume offensive operations, pressure to hold the line shifted to the Panzergrenadier units'. Constantly in action, or in transit to or from trouble spots, the strain soon began to be seen in both the men and machines of the Panzergrenadiers. Frequently called on to fight off massive Russian forces, it was not uncommon for entire Panzergrenadier units to be destroyed one day only to have its survivors used to reconstitute it the next. With production shortages and constant heavy losses, many units resorted to utilizing any and all equipment they could obtain simply to remain combat ready. Under these conditions units rarely conformed to any TO&E set down by O.K.H, fighting with any and all equipment they could lay their hands on.

As the situation on the Russian front deteriorated O.K.H authorized changes in the Panzergrenadier TO&E to allow for an increase in defensive firepower in the form of additional assault guns and towed anti-tank weapons. With the arrival of cheaply produced Infantry anti-tank weapons such as the panzerfaust and panzershrek, infantry became a real danger to enemy armor. These weapons allowed the hard pressed Panzergrenadier infantry to successfully fight off the increasing numbers of Russian tanks they were now facing.

Basic Combat groups

Kampfer Zug	Pz Gren AT Zug
Kampfer x 5	Pak 40 + truck x 4
Kampfer Command x 1	Pz Gren HQ section

Pz Grenadier Abteilung Organization


Pz Grenadier Komp
Pz Gren HQ x 1
Pz Gren Zug x 3
Kampfer Zug x 1
Pz Grenadier Komp
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Grenadier Komp
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Gren Mortar Zug x 1
Pz Gren Hvy Wep Komp
Pz Gren HQ x 1
Pz Gren MG Zug x 1
Pz Gren AT Zug x 1
Pz Gren Abteilung
Pz Gren HQ x 1
Pz Grenadier Kompanie (mech) x 1
Pz Grenadier Kompanie (mot) x 2
Pz Gren Hvy Wep Komp x 1
Lt/Hvy Flak Zug (self-propelled) x 1
Pz Jager Kompanie x 1
Kampfer Kompanie x 1
Support (optional)
Sturmpioneer Kompanie

Infantry Combat Sections

INFANTRY SECTION*	HQ SECTION (ZUG)
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	I NCO w/MP43
1 Assist w/Rifle	1 w/LMG
1 w/LMG	1 Assist w/Rifle + Pzfaust
1 Assist w/Rifle	1 w/Pz Shreck
1 w/MP43	1 Assist w/Rifle
1 w/MP43	
1 w/Rifle + Pzfaust	
1 w/Rifle + Pzfaust	

** Add three men w/Rifles if motorized unit Note: Where not listed assume remain the same as previous years TO&E Note 2: Add 1 Pzfaust to all teams.*

Typical Combat Groups 1943

TYPE	DESCRIPTION
Pz Gren MG Zug	MG sections x 3 + HQ x 1 + 3 trucks
Pz Gren Mortar Zug	120mm Mortar + truck x 4 + HQ x 1
Pz Gren AT Zug	Pak 40 + truck x 4 + HQ x 1
Pz Jager Zug	Stug III x 3

Default Morale: 2 (Veteran)

INFANTRY UNITS

There is an old military saying: one does not hold the ground until one puts an infantryman on it. Despite the bold advances of the Panzers and the rapid containments of the Panzergrenadiers, it was still necessary for the infantry to march forward and hold the ground won by others. While the Wehrmacht was renowned for its mechanized units, the bulk of its forces still consisted of foot soldiers. These units relied heavily on horses to move their support weapons, including artillery, to and from battle. Infantry formations were necessary to break sieges and reduce stubborn pockets of resistance, for only they had sufficient manpower to encircle and then squeeze out determined enemy defenses. Infantry units established the front lines and held them against any attacks. Often called to hold at any cost, many an infantry unit was destroyed awaiting the arrival of relief forces.

ROLE IN BLITZKRIEG

Infantry were the mainstay of the Wehrmacht, and as such were an integral part of the Blitzkrieg. Tasked with assisting the Panzers with the initial breakthrough, they were then to advance at best possible speed to relieve mobile forces and allow them to continue the advance. Often, if the terrain was unfavorable to large scale Panzer operations, such as rivers, forests or built up areas, the infantry were tasked with effecting the initial breakthrough. Their primary concern in this role was not the elimination of the enemy, but rather to clear a path of advance for the Panzers. As the Panzers raced forward, disrupting enemy communications and reinforcements, the infantry would take advantage of the chaos and often capture entire enemy units.

The infantry TO&E only provided for limited heavy and anti-tank support. While each division was supposed to be allotted a unit of PanzerKampfer for support, due to production shortfalls this rarely happened. What the infantry did have in abundance was artillery support. While the more glamorous Panzer and Panzergrenadier units often outran the traditional horse drawn artillery, forcing them to rely on self-propelled assets for support, the infantry, moving at the same pace, was always under its protective umbrella.

Rules: Soldiers of the Fatherland

During the buildup to WWII, much thought went into redefining the role of infantry and their training. The smallest unit went from a platoon of thirty-plus men to a section of just five or six. 'Move and shoot' drills were developed, where one section would provide suppressive fire while the other advanced. To achieve the volume of fire needed for this tactic to be effective, the Wehrmacht produced belt-fed machineguns with tremendous rates of fire, and drilled heavily in their use. Indeed, the MG42 had a distinctive sound, like tearing canvas, that struck fear into many a foe when heard. In game terms, the high rate of fire and training emphasis on the use of machineguns provides an additional ROF point to all light, medium and heavy machineguns used by an infantry squad if they chose not to move.

While serving on the western front in 1916, Hitler suffered a mustard gas attack. After spending months recovering, he returned to the front with a newfound appreciation of the destructiveness of chemical weapons. After his rise to power in 1935, he used his influence to ensure that no German soldier would ever suffer as he had. To this effect, O.K.W issued a standing order that all soldiers were required to carry their gas mask and cape at all times. The ubiquitous metal container, like the German helmet, became an identifiable mark of a German soldier. In any scenario where opponents agree to allow chemical weapons, the German side ***must*** *equip all infantry with protective gas equipment (see* ***Gear Krieg Wargaming Companion****, page 50).*

INFANTRY 1939-1941

The German Infantry formations that marched into Poland and France differed dramatically from those of their opponents. The Wehrmacht had learned well from their experiences in the Great War, learning that traditional Infantry tactics had proven totally ineffective against entrenched machineguns. Knowing the power the machinegun brought to the battlefield, great efforts had been taken to provide infantry formations with light automatic weapons and to train them to work in smaller, more flexible teams known as squads. Trained to encircle and isolate rather than attack head on, these formations proved highly effective against their more traditionally organized opponents.

While Infantry Units possessed plentiful small arms firepower and towed heavy weapons, supplies of self-propelled and armored support were in short supply. Virtually all armored vehicles and walkers were earmarked for equipping the Panzer formations, so these early Infantry formations relied on their towed or horse drawn heavy and anti-tank weapons for support in combat.

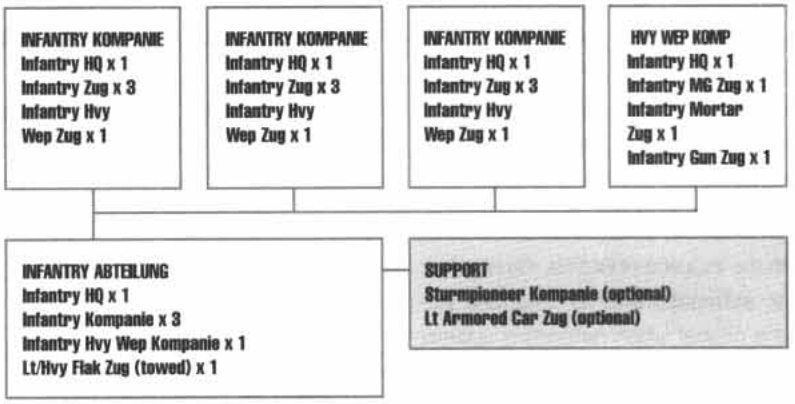
Infantry Section

1 NCO w/SMG
1 w/LMG
1 Assist w/Rifle
1 w/SMG
1 w/Rifle
1 w/Rifle
1 w/Rifle
1 w/Rifle
1 w/Rifle
1 w/Rifle Grenade

Basic Combat groups

INFANTRY ZUG	INFANTRY HVY WEP ZUG
3 x Infantry Sections	1 x MG section, 1 x AT Rifle section
1 x Infantry HQ Section	1 x Mortar section, 1 x HQ section

Infantry Abteilung Organization



Infantry Combat Sections 1939-1941

INFANTRY HQ	MORTAR SECTION	MG SECTION	AT RIFLE SECTION
Kubelwagon	NCO w/SMG	NCO w/SMG	NCO w/SMG
Staff Officer	Mortar Team x 3	MMG Team x 3	AT Team x 3

HQ SECTION (ZUG)	MORTAR TEAM	MMG TEAM	AT TEAM
1 Officer w/SMG	1 w/50mm mortar	1 w/MMG	1 w/AT Rifle
1 NCO w/SMG, Radio	1 Assist w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 w/LMG	1 Assist w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 Assist w/Rifle			
1 Assist w/Rifle			

Typical Combat Groups 1939-1941

TYPE	DESCRIPTION
Infantry MG Zug	MG sections x 3 + Infantry HQ x 1
Infantry Mortar Zug	81mm Mortar x 4 + Infantry HQ x 1
Infantry Gun Zug	75mm IG x 4 + Infantry HQ x 1

Default Morale: 2 (Veteran)

INFANTRY 1941-1943

At the close of the European campaign, all Wehrmacht infantry formations suffered from a deficiency in automatic weapons. A rapid increase in the number of machineguns per Abteilung was undertaken to provide greater firepower. Many of these additional weapons were concentrated in the newly added heavy weapons company, which was tasked with providing direct support for the advancing infantry. Another deficiency also identified was the need for additional anti-tank weaponry to allow for a more robust defense.

With the invasion of Russia, the need for both automatic and AT weapons became critical when defending against the Russian wave tactics and superior armor. While superscience weapons were now becoming available, most of them were funneled to the mechanized arms, leaving infantry formations to fend for themselves. Often units were forced to improvise or use captured weapons to defend themselves.

78th Infantry Division

The vast majority of the Wehrmacht consisted of infantry divisions that engaged primarily in defensive fighting. Many fought months on end without seeing one of their own tanks or Kampfers for support. They marched vast distances with little food and in appalling weather only to be ground down in the Kessle, or 'Cauldron' fighting, so common on the Ostfront. Never earning impressive titles, they are rarely, if ever, mentioned in military history. The 78th was one such division: involved in defensive and reduction actions up until 1943, its only notable action came at Kursk where it was assigned to flank defense of the northern pincer.

Basic Combat groups

INFANTRY ANTI-TANK ZUG
Infantry HQ x 1
Pak 38 (horse drawn) x 4

INFANTRY GUN ZUG
Infantry HQ x 1
75mm IG (horse drawn) x 4

Infantry Abteilung Organization

INFANTRY KOMPANIE
Infantry HQ x 1
Infantry Zug x 3
Infantry Hvy Wep Zug x 1

INFANTRY KOMPANIE
Infantry HQ x 1
Infantry Zug x 3
Infantry Hvy Wep Zug x 1

INFANTRY KOMPANIE
Infantry HQ x 1
Infantry Zug x 3
Infantry Hvy Wep Zug x 1

HVY WEP KOMPANIE
Infantry HQ x 1
Infantry MG Zug x 1
Infantry Mortar Zug x 1
Infantry Gun Zug x 1

PANZER ABTEILUNG
Infantry HQ x 1
Infantry Kompanie x 3
Infantry Hvy Wep Kompanie x 1
Lt/Hvy Flak Zug (towed) x 1
Infantry Anti-Tank Zug (horse drawn) x 1
Armored Car Zug x 1

SUPPORT
Sturmpioneer Kompanie (optional)
Armored Car Zug (optional)

Infantry Combat Sections

#	INFANTRY SECTION*	#	INFANTRY SECTION*	#	INFANTRY SECTION*
1	1 NCO w/SMG	5	1 w/Rifle	8	1 w/Rifle
2	1 w/LMG	6	1 w/Rifle	9	1 w/Rifle
3	1 Assist w/Rifle	7	1 w/Rifle	10	1 w/Rifle Grenade
4	1 w/SMG				

** Add two men w/Rifles if motorized unit;*
Note: Where not listed assume remain the same as previous years TO&E;
Note 2: Up to one Kompanie can be motorized. Add four trucks per Zug.

Typical Combat Groups 1941-1943

TYPE	DESCRIPTION
Infantry MG Zug	MG Sections x 3 + Infantry HQ x 1
Infantry Mortar Zug	81mm Mortar x 4 + Infantry HQ x 1
Armored Car Zug	232 x 6

Default Morale: 2 (Veteran)

INFANTRY 1943

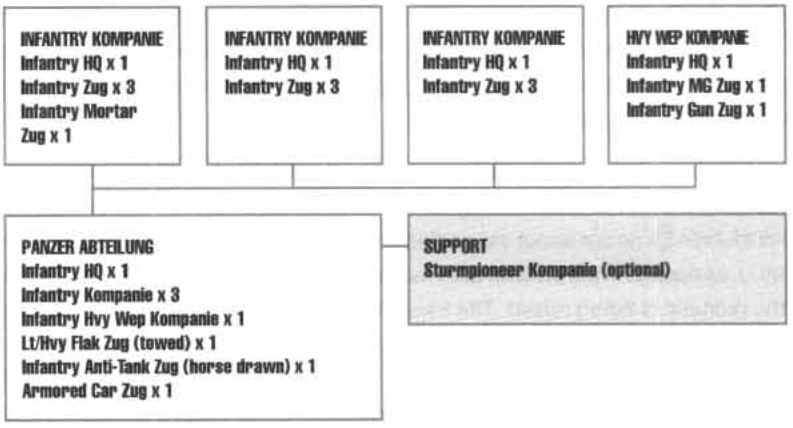
The overall degradation of German military strength was made the most apparent in the condition of its Infantry formations. Always the last priority for supply, reinforcements and new equipment, the average Infantry unit rarely, if ever, boasted their official TO&E complement. Frequent fighting often saw units reduced to half strength or below, yet still they tenaciously held on, holding the line time and time again. Often divisions merged into new formations when reinforcements could not be found to bring either up to strength. It was a testament to the O.K.H staff and Wehrmacht training that such units could operate effectively from day one. The arrival of substantial numbers of the new disposable panzerfausts and panzershreks, along with the trickle of super science weaponry, allowed them to weather the Russian assaults and halt Allied advances wherever they were encountered, though not without cost.

By late 1943, the character of the infantry had changed. Many of the veterans had long since been killed, causing an overall decrease in the quality and abilities of the German infantry as a whole. However, with still more automatic weapons and the new portable lasers, wire guided rockets and disposable flame throwers being added, the firepower of the average infantry squad greatly increased. Along with the excellent training recruits were still receiving, the effectiveness of the German infantry was being maintained. Yet technology could only achieve so much and by the end of 1943, as sources of recruits began to dry up, the Wehrmacht began to face severe shortages of manpower.

Basic Combat groups

ARMORED CAR ZUG	MORTAR ZUG
Armored Car HQ x 1	Infantry HQ x 1
Armored Car x 5	Mortar Sections x 4

Infantry Abteilung Organization



Infantry Combat Sections

INFANTRY SECTION*	HQ SECTION (ZUG)
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG + Radio
1 Assist w/Rifle	1 w/LMG
1 w/SMG	1 Assist w/Rifle + Pzfaust
1 w/MP43	1 w/Pz Shreck
1 w/MP43	1 Assist w/Rifle
1 w/Rifle	
1 w/Rifle	
1 w/Rifle + Pzfaust	
1 w/Rifle + Pzfaust	

** Add two men w/Rifles if motorized unit;*
Note: Where not listed assume remain the same as previous years TO&E;
Note 2: Up to one Kompanie can be motorized. Add 4 trucks per Zug.

Typical Combat Groups 1943

TYPE	DESCRIPTION
Infantry MG Zug	MG Sections x 3 + Infantry HQ x 1
Infantry Mortar Zug	120mm Mortar x 4 + Infantry HQ x 1
Armored Car Zug	SdKfz 232 x 6

Default Morale: 2 (Veteran)

SS/WAFFEN SS

The combat arm of the Waffen SS have become synonymous with the evils perpetrated by the Third Reich during WWII. With the cessation of hostilities, many of its leaders would be tried and convicted of war crimes by Allied military tribunals. Yet many of its members would be persecuted for the sins of a few. Indeed, while the SS reviled for the atrocities it committed, its opponents both feared and respected them for their fighting prowess. By 1943 close to 1,000,000 men would be under arms within SS units, it would posses 1/4 of Germanys total Panzer strength and would contain some of the most professional and battle hardened soldiers in the world. Yet in 1924 the precursor of this organization, the SS, Schutzstaffel (protection Squad) would consist of just twelve men acting as Hitler's personal bodyguard and commanded by his chauffeur.

The real father of the Waffen SS was not Hitler, though he did influence their rise to power, but instead Heinrich Himmler. When he was appointed in 1929 to the post of Reichsfuhrer-SS he set about expanding its ranks until, by 1939 and the invasion of Poland, its numbers had swelled to three reinforced motorized divisions with a fourth in the process of being raised. The Heer had vigorously protested the formation of these units, seeing them as nothing more that a waste of precious men and materials. Ordered by Himmler to supply these units with weapons and equipment, O.K.H provided only obsolete and captured material so as not to affect the supply levels of its own units.

After the conclusion of the European campaign, firmly cementing the power of the NASDP, or Nazi party, the SS became officially known as the Waffen SS, or 'Weapon SS', and their rise to power began. Now earmarked for receipt of the best equipment, recruits and supplies, these units soon became pivotal in the continued attack on the Russian motherland. Waffen SS formations, prevented from suffering the privations that other formations endured, were always at peak combat readiness. Highly motivated and ferocious in battle, they quickly rose to the status of elite fighting force. However this status was somewhat diluted by the integration of volunteer units from the occupied nations. These foreign 'volunteer' units, for the most part poorly equipped, trained and of dubious motivation, would prove to be a millstone around the neck of the Waffen SS throughout the war.

ROLE IN THE BLITZKRIEG

Waffen SS units were organized and deployed along similar lines to their Heer compatriots. Depending on the type of unit, they fulfilled an identical role as their Heer counterparts within the Blitzkrieg. However, due to their increased ferocity and willingness to advance at all costs, they were often used as elite shock troop formations. Able to advance under the most difficult of situations the Waffen SS found themselves posted to the most important and active sectors of the front line. Always willing to carry out any orders, they were responsible for many stunning advances and victories against the odds.

Yet this loyalty and fervor led them to be used in less 'military' actions. The annexation of vast territories, and the implementation of racist Nazi policy within, caused great resentment and fear in the civilian populations. Large resistance groups formed and began to attack German communication and supply lines, disrupting military operations. Waffen SS units, many of them consisting of foreign volunteer formations, were detailed to 'partisan suppression' duties. The methods employed by some units were barbarous, even verging on the edge of inhuman.

By the end of 1943, the Waffen SS as a whole had become feared and reviled due to the excesses committed by these units in their pursuit of partisans. As such, no German, civilian or military, could consider themselves safe in any of the occupied territories.

Motivation

From the outset of its formation, the Waffen SS trained for total war. The niceties of military parade and ceremony were replaced with harsh physical training and extensive combat exercises. The Waffen SS was the only German combat organization to train extensively in close combat techniques and one of the few to conduct live fire exercises. While these practices inevitability led to casualties, it ultimately paid off in combat, with troops being no strangers to the sounds and sights of battle.

Above all else, SS training stressed the need to keep the advance moving. All soldiers took this to heart, but some officers took it to a higher level. During the Greek campaign of 1941, an officer by the name of Kurt Myer came across some men pinned down by accurate and heavy machinegun fire. Asking them why they hadn't moved forward yet, they pointed out that the machinegun was preventing them from doing so. At this point Myer produced a grenade, armed it and threw it at their feet. He was later heard to say, "Never again did I witness such a concerted leap forward as at that moment." This became typical of the bravado of the SS officer corps.

SS INFANTRY AND FOREIGN VOLUNTEER UNITS

While the SS as a whole enjoyed a greater proportion of Panzer and Panzergrenadier units, it still had the infantry formation as its backbone. Fighting in similar roles to their Heer counterparts, these units were often scoured for additional troops for the SS's more glamorous arms. Being a separate formation outside the German armed forces, the SS endeavored to recruit foreign nationals who had expressed support for the Nationalist Socialist Party. At the close of the European campaign, Hitler deliberately set about raising units from the various occupied territories for use in the invasion of Russia. Politically, he wanted to present his invasion of Russia as a combined European crusade against Bolshevism. O.K.H protested about the diversion of yet more military material away from the Wehrmacht to raise foreign formations of questionable combat effectiveness. Their objections prevented many such units from being formed, and by 1941 only two foreign divisions were available to assist in Operation Barbarossa. It was not until late 1942, after the disaster of Stalingrad, that the direct intervention of Hitler forced the Wehrmacht to look elsewhere for much needed manpower. Rapid recruitment led to units from countries including France, Italy, Spain, Belgium, Denmark, Norway and Finland, being raised and shipped to an ever-worsening Ostfront.

The standard SS infantry unit differed little from the standard Heer TO&E of the same period. However, the foreign Waffen SS units, predominantly raised to counter manpower shortages on the Ostfront, were not so fortunate. These units for the most part were supplied with inferior and/or captured equipment, their TO&E mostly being a period behind other German infantry units.

Default Morale: **2 (Vet.) if German; all others 4 (Rookie)**

SS PANZER UNITS

As the Nazi party and Hitler cemented its political influence, Himmler made moves to increase the power of the Waffen SS by creating its own Panzer arm. Exploiting his relationship with Hitler, he was able to see that these formations received top priority in equipment, supplies and personnel. From their humble beginnings in 1929, Himmler had managed by the beginning of 1941 to raise and equip two full Panzer divisions. Gaining combat experience supporting the Greek campaign, they were rotated to the Ostfront and played a minor role in the invasion of Russia. From this small beginning these units expanded rapidly and by 1943 Waffen SS Panzer units consisted of some one-sixth of the Wehrmacht's total Panzer strength.

Waffen SS Panzer units, due to Himmler's position, enjoyed priority status in supplies and reinforcements. As such, they frequently received newly developed weapons and equipment for field testing long before other units. This meant that Waffen SS units frequently included larger quantities of superscience weapons and equipment in their TO&E, further adding to their formidable combat abilities.

SS PANZER 1941-1943

Raised from the very best Germany had to offer, the members of SS Panzer were instilled with a strong sense of their superiority and elite status. Trained to be aggressive at all times, SS units were renowned for their ability to advance in any conditions. However this effectiveness came at a price, with frequent, and often unnecessarily excessive, casualties and loss of equipment.

As German factories began to increase their production of war materials, a significant proportion was funneled into raising and equipping SS Panzer Divisions. Though German industry was struggling just to replace combat losses, great amounts of resources were ploughed into the formation of these new units. O.K.H constantly protested that its own formations were being starved of vital vehicles and equipment while their SS counterparts enjoyed an overabundance. Yet despite this dissention, by the beginning of 1943 some six full SS Panzer divisions had been raised and readied for combat.

Rule: Advanced Vehicles

All SS Panzer units have access to all available vehicle options and extra features such as experimental weapons (see Chapter 5) on the year when they are introduced.

Typical Combat Groups 1941-1943

Light Panzer Zug	Pz II x 5
Medium Panzer Zug	Pz 38t x 3 Pz II x 2
Medium Panzer Zug	Pz III x 5
Heavy Panzer Zug	Pz IV x 5
Panzer HQ	Pz III Command x 2

Basic Combat groups

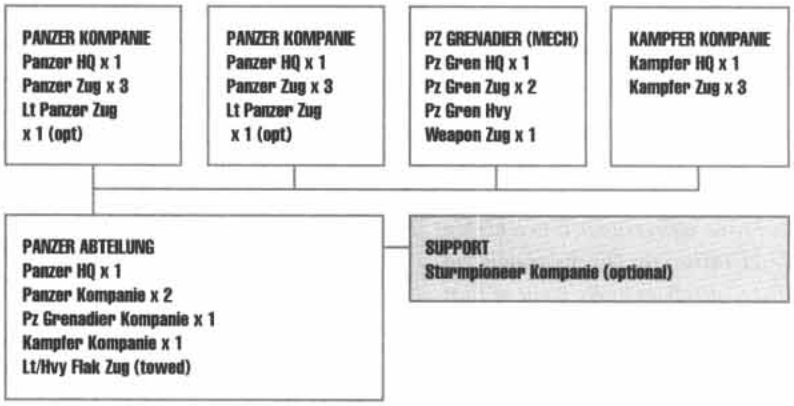
Panzer Zug

5 x Panzers

Panzer HQ

2 x Command Panzers

Panzer Abteilung Organization



Default Morale: 1 (Elite)

2nd SS Panzer Division: 'Das Reich'

Commissioned after the rise to power of the Nazi regime, the 2nd SS Panzer division started off as an under strength motorized infantry regiment. First deployed in Holland and France, it was expanded to a full division in preparation for operation 'Sea lion', the invasion of Britain. With the failure of 'Sea Lion,' the 2nd SS was transferred to Greece where it formed the spearhead in the three day conquest of Yugoslavia. It was here, on April 11th, that an enterprising officer by the name of Klingenberg, with just 10 men from its reconnaissance Abteilung, entered Belgrade and was able to bluff the Mayor into surrendering.

At the conclusion of the whirlwind Greek campaign, the 2nd SS was transferred to the Ostfront and participated in the capture of Moscow. After the 1941 withdrawal from Moscow, it was transferred to France and refitted as a Panzergrenadier Division, where it participated in the occupation of Vichy France in 1942. By 1943, it had returned to the Ostfront where it helped stabilize the front lines at Kharkov. Thrown into battle at Kursk, the 2nd SS suffered terrific casualties and at the conclusion of the battle was rotated back to France. Here it has been undergoing refitting to a full Panzer Division in preparation for the expected Allied invasion of Europe.

SS PANZER 1943

By 1943, SS Panzer units began to experiences some of the deprivations that other formations had been enduring since early 1942. Not only were they beginning to feel the lack of combat experienced officers and NCOs, but the numbers of 'acceptable' recruits for the enlisted ranks were also diminishing. Being at the forefront of the fighting and practicing their aggressive tactics, these units suffered horrendous casualties, far in excess of their Heer counterparts. While still equipped with the latest in vehicle replacements, the numbers lost in combat far outstripped those received as replacements.

As replacement vehicles and equipment became scarce, gaps began to appear in the authorized TO&E of many SS Panzer units. Though there was a reduction in the overall quantities of vehicles and walkers available, because of the combat effectiveness of those present, there was only a marginal degradation in battle performance.

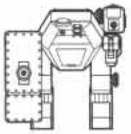
Rule: Advanced Vehicles

All SS Panzer units have access to all available vehicle options and extra features such as experimental weapons (see Chapter 5) on the year when they are introduced.

There are two combat group choices, Panzer or Kampfer. Both can be freely selected and mixed.

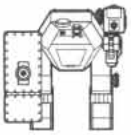
Basic Combat Groups (Kampfer)

Kampfer Zug



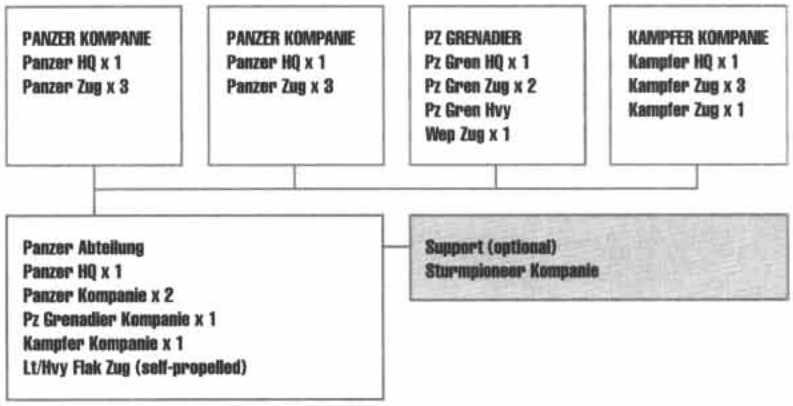
6 x Kampfer

Kampfer HQ x 1



2 x Command Kampfer

Panzer Abteilung Organization



Typical Combat Groups 1943 — Panzer

Medium Panzer Zug	Pz III x 5
Medium Panzer Zug	Pz IV x 5
Heavy Panzer Zug	Panther A x 5
Panzer HQ	Pz IV Command x 2
Panzer HQ	Pz III Command x 2

Typical Combat Groups 1943 — Kampfer

Medium Kampfer Zug	PzK V Ausf C x 5
Medium Kampfer Zug	PzK VI x 5
Heavy Kampfer Zug	PzK VII x 5
Kampfer HQ	PzK V x 2
Kampfer HQ	PzK VI Ausf F x 2

Default Morale: 1 (Elite)

SS PANZERGRENADIERS

The SS Panzergrenadier unit fulfilled much the same role as similar Panzergrenadier units within the Heer. What set them apart was their dedication and determination to overcome, no matter the odds. Formed from the failed motorized units after extensive combat in Europe and the Ostfront, these superbly equipped formations consisted of battle tested soldiers who were able to make the best of their newfound increase in firepower. Deployed to the most severe hotspots, they were able to overcome where others failed. Time and again, these units would snatch victory from defeat and stabilize an uncertain front.

This effectiveness, however, would inevitably lead to their downfall. As the war progressed, these units would be called on time and again to stem the tide of enemy advance. Rushed from one area to the next, fighting to contain one hotspot only to have their weary soldiers loaded onto trains and shunted to the next trouble area as the situation stabilized. By 1943, these 'Fire Brigades,' as they had been dubbed by the troops, were starting to show the strain of near constant fighting.

Joachim Peiper

Peiper began his active service in 1940 with the rank of Hauptsturmfuhrer in the SS. Fighting several engagements in France and Belgium, he gained a reputation for daring and ferocity in combat. By the end of the European campaign, he had earned a promotion into the premiere fighting unit of the SS, the Leibstandarte Adolf Hitler (LSSAH). In Russia, Pieper commanded an Abteilungen which earned the nickname of 'Blowtorch Brigade' due to their frequent point blank engagement of Russian tanks in towns, which often set nearby houses alight.

In 1943, Pieper, seizing the initiative, led his unit far beyond its stated objectives and established a bridgehead over the river Mscha. He was given command of the LSSAH Panzer Regiment later that year and fought in Kursk. Pieper would continue to be an effective commander for the remainder of the war, though his reputation would be tarnished by atrocities committed by his unit during the Ardennes offensive.

1st SS Panzergrenadier Division: Leibstandarte SS Adolf Hitler (LSSAH)

Virtually all the SS Divisions underwent major organizational changes throughout their existence, and the LSSAH was no exception. Originally formed of an honorary bodyguard group, as Nazi influence grew so too did the LSSAH, expanding to a fully motorized regiment in preparation for the European campaign. With the rise of SS influence, it grew still further to divisional strength when, in 1941, it participated in operation Barbarossa, fighting in the southern Ukraine. In 1942, after being severely mauled, it went back to France where it was reformed as a Panzergrenadier division.

Returning to the Ostfront as part of the 2nd SS Corps, it participated in the counterattack at Kharkov and was detached to participate in the battle of Kursk. Here it was involved in heavy fighting and suffered accordingly. At the close of 1943, the dwindling ranks of the LSSAH is operating as a 'fire brigade,' shoring up the front line against renewed Russian counterattacks.

SS PANZERGRENADIER 1939-41

As Himmler set about creating the fighting force of the Waffen SS, he attempted to create the most formable force possible with the resources at his disposal. Blocked by O.K.H from securing any armor or PanzerKampfer for his fledging force, he was able to secure sufficient motor transport and light armored cars to raise a fully motorized division in time for the Polish and French campaigns. Equipped with predominately captured and obsolete vehicles and lacking any PanzerKampfer whatsoever, this unit relied on the ferocity of its troops in combat for much its effectiveness. Though it performed well enough in its encounters, a disproportionate number of casualties were incurred when compared to similar Heer formations. As with the other motorized units fielded by the Wehrmacht, the SS formation proved of little consequence and as such played little part in the overall campaign.

By the close of the European campaign, the shortcomings of these formations were all too apparent. Unlike the Heer, however, the SS had access to sufficient equipment to re-equip their formations as Panzergrenadiers. By year's close, the newly named Waffen SS had grown into a formidable fighting force.

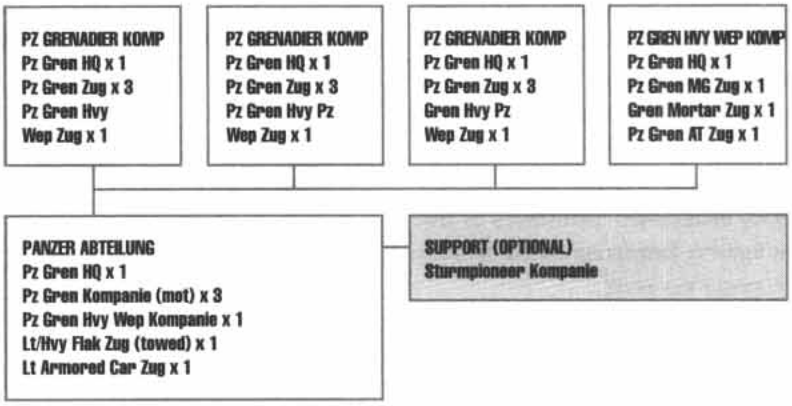
Typical Combat Groups 1939-1941

TYPE	DESCRIPTION
MG Zug	MG sections x 3 + HQ x 1 + Trucks x 3
Mortar Zug	81mm Mortar + Truck x 4 + HQ x 1
AT Zug	Pak 38 + Truck x 4 + HQ x 1
Lt Armored Car Zug	SdKfz 222 x 6

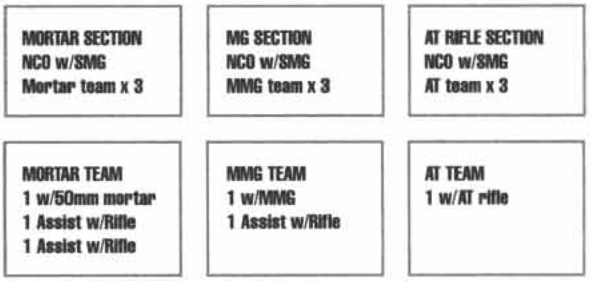
Basic Combat groups

PZ GREN ZUG (MOT.)	PZ GREN HVY WEP ZUG (MOT.)
3 x Pz Gren Sections	1 x MG section, 1 x Mortar section
1 x Pz Gren HQ Section	1 x AT Rifle section, 1 x HQ section
4 x Trucks	4 x Trucks

Pz Grenadier Abteilung Organization


PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Gren Hvy
Wep Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 3
Pz Gren Hvy Pz
Wep Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 3
Gren Hvy Pz
Wep Zug x 1
PZ GREN HVY WEP KOMP
Pz Gren HQ x 1
Pz Gren MG Zug x 1
Gren Mortar Zug x 1
Pz Gren AT Zug x 1
PANZER ABTEILUNG
Pz Gren HQ x 1
Pz Gren Kompanie (mot) x 3
Pz Gren Hvy Wep Kompanie x 1
Lt/Hvy Flak Zug (towed) x 1
Lt Armored Car Zug x 1
SUPPORT (OPTIONAL)
Sturmpioneer Kompanie

Infantry Combat Sections 1939-1941



Infantry Combat Sections

INFANTRY SECTION	PZ GREN HQ	HQ SECTION (ZUG)
1 NCO w/SMG	1 Officer w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG	1 NCO w/SMG + Radio
1 Assist w/Rifle	1 w/Rifle + Radio	1 w/LMG
1 w/SMG	1 w/Rifle	1 Assist w/Rifle
7 w/Rifle	Kubelwagon	1 w/Rifle
1 w/Rifle Grenade		1 w/Rifle

Default Morale: 1 (Elite)

SS PANZERGRENADIER 1941-1943

With the conclusion of the European campaign and the rise of the Nazi power base, the star of the Waffen SS began its rise. Fast tracked for replacement and re-organization, the motorized units which had proven so ineffective were rapidly updated to new Panzer formations. Formation of other units went along at breakneck speed but, to prevent the total starvation of Panzers to the Heer, the new units raised were organized along the lines of the new Panzergrenadier TO&E. These groups quickly established themselves as potent fighting formations on battlefields throughout the world.

Containing fewer Panzers comparatively than the armor formations, these units were compensated by having higher concentrations of the latest Kampfer models within their ranks. Though the prevalence of new and experimental PanzerKampfer often resulted in fewer battle-ready machines, due primarily to technical and prototype teething problems, it was more than compensated by their higher combat effectiveness.

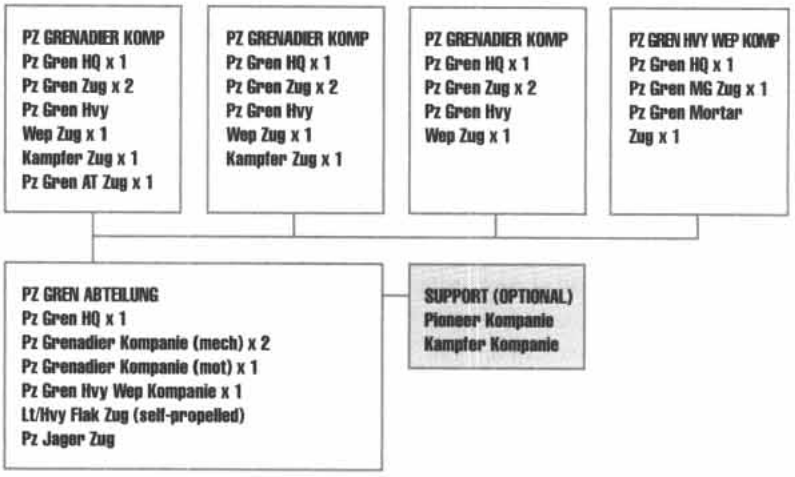
Typical Combat Groups 1941-1943

TYPE	DESCRIPTION
MG Zug	MG Sections x 3 + HQ x 1 + Trucks x 3
Mortar Zug	120mm Mortar + Truck x 4 + HQ x 1
AT Zug	Pak 40 + Truck x 4 + HQ x 1
Kampfer Zug	PzK VI x 5 + PzK VI Command x 1

Basic Combat groups

PZ GREN ZUG (MECH)	PZ GREN HVY WEP ZUG (MECH)
3 x Pz Gren Sections	3 x 250/1 + 1 x 250/1 + Crew NCO
1 x Pz Gren HQ Section	3 x 250/7 Mortar Carriers + 1 x 250/1 + Crew NCO
3 x 251/1, 1 x 250/10	3 x 250/10 + 1 x 250/1 + Crew NCO

Pz Grenadier Abteilung Organization


PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 2
Pz Gren Hvy Wep Zug x 1
Kampfer Zug x 1
Pz Gren AT Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 2
Pz Gren Hvy Wep Zug x 1
Kampfer Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 2
Pz Gren Hvy Wep Zug x 1
PZ GREN HVY WEP KOMP
Pz Gren HQ x 1
Pz Gren MG Zug x 1
Pz Gren Mortar Zug x 1
PZ GREN ABTEILUNG
Pz Gren HQ x 1
Pz Grenadier Kompanie (mech) x 2
Pz Grenadier Kompanie (mot) x 1
Pz Gren Hvy Wep Kompanie x 1
Lt/Hvy Flak Zug (self-propelled)
Pz Jager Zug
SUPPORT (OPTIONAL)
Pioneer Kompanie
Kampfer Kompanie

Infantry Combat Sections 1941-1943

INFANTRY SECTION*	PZ GREN HQ	MORTAR SECTION
1 NCO w/SMG	1 Officer w/SMG	NCO w/SMG
1 w/LMG	1 NCO w/SMG	Mortar Team x 3
1 Assist w/Rifle	1 w/Rifle	
1 w/LMG	1 w/Rifle	MORTAR TEAM
1 Assist w/Rifle	SdKfz 250/3	1 w/81mm Mortar
1 w/MP 42		1 Assist w/Rifle
1 w/MP 42		1 Assist w/Rifle
1 w/Rifle		
1 w/Rifle Grenade		

** Add three men w/Rifles if motorized unit*

Note: Where not listed assume remain the same as previous years TO&E.

Note 2: Trucks may be replaced by unarmored half-tracks after 1942.

Default Morale: 1 (Elite)

SS PANZERGRENADIER 1943

With the overall world strategic situation beginning to swing against Germany, O.K.W was forced to conduct a more defensive war. Stalling for time until more 'Wunderwaffen', or Miracle Weapons, could be produced, SS Panzergrenadier units began to see constant defensive action. Frequently either embroiled in heavy fighting, or rushing to the next engagement, this constant action took considerable toll on both man and machine. Placed in the thickest fighting, and still utilizing the aggressive tactics the SS was famed for, it was not uncommon for these units to suffer upwards of 50% casualties fighting off Russian and Allied attacks. Constantly rushing from one sector to another, with only the barest of reinforcements and resupplying in between engagements, many units began to strain to maintain combat effectiveness.

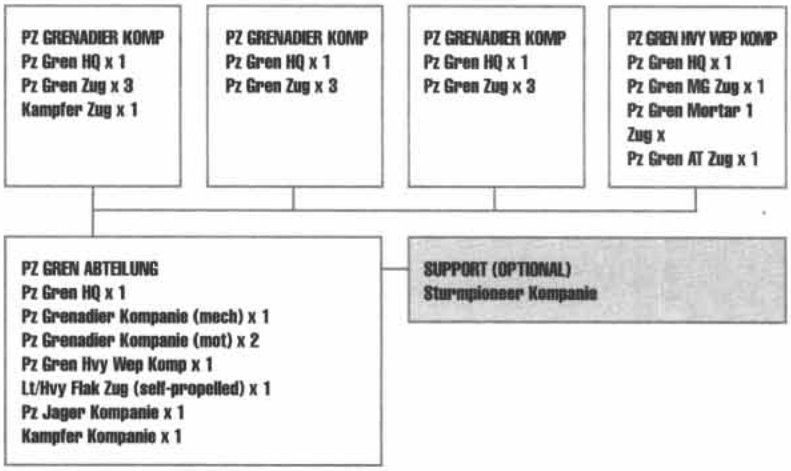
Maintenance issues now became problematic. More and more repairable vehicles and equipment had to be abandoned due to simple lack of parts or recovery vehicles. Even the priority in re-supply the SS enjoyed was insufficient to keep all their units fully equipped. Often, non-serviceable machines were cannibalized for parts to keep others running. The disaster at Kursk turned the dangerous logistical situation into a disaster.

By the close of 1943, the SS Panzergrenadier units' TO&E often consisted of whatever machines remained serviceable and could be maintained in the field. Many of the temperamental 'Wunderwaffen' simply could not be maintained in these conditions and became unusable in combat.

Basic Combat groups

KAMPFER ZUG	PZ GREN AT ZUG
Kampfer x 5	Pak 40 + Truck x 4
Kampfer Command x 1	Pz Gren HQ Section

Pz Grenadier Abteilung Organization


PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 3
Kampfer Zug x 1
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 3
PZ GRENADIER KOMP
Pz Gren HQ x 1
Pz Gren Zug x 3
PZ GREN HVY WEP KOMP
Pz Gren HQ x 1
Pz Gren MG Zug x 1
Pz Gren Mortar 1 Zug x
Pz Gren AT Zug x 1
PZ GREN ABTEILUNG
Pz Gren HQ x 1
Pz Grenadier Kompanie (mech) x 1
Pz Grenadier Kompanie (mot) x 2
Pz Gren Hvy Wep Komp x 1
Lt/Hvy Flak Zug (self-propelled) x 1
Pz Jager Kompanie x 1
Kampfer Kompanie x 1
SUPPORT (OPTIONAL)
Sturmpioneer Kompanie

Infantry Combat Sections 1941-1943

INFANTRY SECTION*	HQ SECTION (ZUG)	MORTAR SECTION
1 NCO w/SMG	1 Officer w/SMG	NCO w/SMG
1 w/LMG	1 NCO w/MP43	Mortar Team X 3
1 Assist w/Rifle	1 w/LMG	
1 w/LMG	1 Assist w/Rifle + Pzfaust	MORTAR TEAM
1 Assist w/Rifle	1 w/Pz Shreck	1 w/81mm Mortar
1 w/MP43		1 Assist w/Rifle
1 w/MP43		
1 w/Rifle + Pzfaust		
1 w/Rifle + Pzfaust		

** Add three men w/Rifles if motorized unit.*
Note: Where not listed assume remain the same as previous years TO&E.
Note 2: Add 1 x Pzfaust to all teams.

Typical Combat Groups 1943

Pz Gren MG Zug	MG sections x 3 + HQ x 1 + 3 trucks
Pz Gren Mortar Zug	120mm Mortar + truck x 4 + HQ x 1
Pz Gren AT Zug	Pak 40 + truck x 4 + HQ x 1
Pz Jager Zug	Stug III x 3

Default Morale: 1 (Elite)

LUFTWAFFE

Banned from developing or possessing combat aircraft, the Luftwaffe, like most of Germany's armed forces, began its life as a clandestine organization. Using gliders, the Luftwaffe utilized several 'civilian' auxiliaries to train large numbers of pilots in the basics of flight. Like the developing Panzer arm, the Luftwaffe also brokered a secret agreement with the Russians to train select personnel in combat flying with the Red Army air force. With the election of Hitler in 1933 and the abandonment of the Versailles treaties two years later, the Luftwaffe rapidly began a crash course in military aircraft development. From the outset, the Luftwaffe was envisioned as a purely tactical air force and as such a strong emphasis was placed on developing ground attack aircraft, especially dive bombers.

PARATROOPS

With the rapid expansion of the fighter and bombing arm of the Luftwaffe also came the development of airborne troops. The concept of air mobile forces had been steadily gaining support in a number of militaries across the globe since the early 1930s. The Russians had demonstrated the ability to deploy units in a coherent fashion from slow moving cargo planes. This, however, required the paratroops to crawl out onto the wing and then jump in unison. In practice this proved difficult to orchestrate and forced the transport plane to travel at an unacceptably slow speed. Hopelessly complex, this method proved impractical for anything but the smallest of operations. To alleviate this, the Luftwaffe developed a method of automatically deploying a parachute at the point of exit from the aircraft. Called a 'static line' jump, this method allowed paratroops to be deployed from a relatively low and fast moving aircraft, and still remain a coherent unit upon landing. This innovation made possible the deployment of large units of troops from the air and into combat. Realizing the value of such formations, the Luftwaffe set about raising such units which became known as Fallschirmjager.

LUFTWAFFE FIELD DIVISIONS

At the close of Operation Barbarossa, a battered but defiant Soviet Union left the Heer no choice but to instigate a massive mobilization effort. Additional personnel were needed raise new formations and to replace the losses incurred during almost two years of global combat. The Luftwaffe contained large numbers of fit, able men who the Heer wanted to commandeer into its depleted ranks. However Goring, unwilling to have his personal empire diminished, pre-empted this request by informing Hitler that he intended to raise his own ground formations, including a fully equipped Panzer division. O.K.H was enraged with what they saw as a squandering of resources and protested vigorously that the Luftwaffe did not posses the necessary skills to raise an effective fighting force. However, these objections were overruled by Hitler, and the formation of the Luftwaffe field divisions was set in motion.

In all, some 22 divisions were formed during the conflict, and for the most part positioned on the Russian front. With the notable exception of the Herman Goring Division, all were Infantry formations organized along the Heer TOE. While some proved effective, most proved to be less than adequate, simply lacking the skills and leadership to be effective in ground combat. By the close of 1943 there was open talk of their overall failure, and discussion of their possible disbandment, though Goring was fighting tooth and nail to prevent this.

FALLSCHIRMJAGER UNITS

The formation of the Fallschirmjager was a huge gamble for the budding Luftwaffe and Wehrmacht as a whole. Large amounts of time and resources were expended on raising a unit, the very concept of which was untried. Yet at the beginning of the Blitzkrieg, this gamble paid handsome dividends. For the loss of 180 personnel, several key Bridges and Fortifications were captured or neutralized, allowing following Panzer formations to rapidly advance and consolidate the gains. The worth of airborne operations had been clearly and decisively proven.

The true baptism of fire for mass airborne operations came in May 194 with the invasion of Crete. Deploying the entirety of the Luftwaffe airborne forces, the strategic island of Crete was secured, though not without cost. The operation hinged on the capture of three main airstrips to allow rapid reinforcement of the Fallschirmjager on the ground. While the units equipped with glider-deployed PanzerKampfer had succeeded in this task, the others had not been so fortunate. Only the timely arrival of air-landed reinforcements, and the deployment of additional PanzerKampfer support had saved the day. Crete had amply demonstrated the vulnerability of such large scale airborne operations when faced with determined resistance.

With the invasion of Russia operations similar to those carried out in Belgium and Holland were undertaken. Though for the most part successful, the tenacious, almost fanatical resistance offered by some defenders had caused excessive loss of men and equipment, especially in transport aircraft. By late 1942 the Fallschirmjager had been relegated to an elite formation of light infantry, thrown into the line to bolster sagging defenses. Fighting with their customary determination, they conducted a skilful defense, but, lacking the heavier support of other formations, paid a terrible price. By 1943, the Fallschirmjager were, like so many other formations, in desperate need of time away from the front to rebuild and refit their shattered ranks. With no ease in the situation in sight, however, the Fallschirmjager could do little but grimly hold on.

ROLE IN THE BLITZKRIEG

At the outset there was division as to exactly what function this unique military formation would carry out within the Blitzkrieg. The Heer envisioned them being deployed in small groups, deep behind enemy lines, where they would perform commando operations to disrupt communication and supply lines. However, the founder and driving force behind the Fallschirmjager, General Kurt Student, saw the potential that airborne forces, landed en masse, could achieve. By dropping as a complete formation to capture forward objectives, such as bridges and fortifications, it allowed following ground formations to rapidly penetrate to the enemies rear echelons. The argument could not be resolved to either side's satisfaction, and training for both roles was undertaken by the Fallschirmjager during the pre-war years.

The beginning of the European campaign would see Student's views win out, with key crossing points to be captured by the Fallschirmjager. Deploying from newly developed assault gliders, the Fallschirmjager were able to land directly on key Belgium and Dutch bridges and fortifications, securing them ahead of lead ground elements. While commando operations were conducted in conjunction with these raids, they proved to be of too small scale to affect anything other than the local area operations. By the close of the European campaign, though limited commando raids would still take place throughout the war, the role of the Fallschirmjager had been defined as one of large scale deployments.

FALLSCHIRMJAGER 1939-1941

With the opening of hostilities in 1939, the mettle of the Fallschirmjager was finally to be tested. In daring raids conducted by Assault Gliders, the Fallschirmjager, deployed directly onto their targets, springing fully equipped from their transports, often with PanzerKampfer support, often secured their objectives against dazed defenders. These operations, however, relied as much on luck, as skill and daring: on several occasions removing demolition charges seconds before they were detonated. These small units also relied on rapid reinforcement by advancing troops, before the defenders could regroup and overrun them. Many a time Fallschirmjager were on the verge of collapse when the timely arrival of friendly units saved the day.

Owing to their deployment method, these units' equipment was limited to very light weaponry. Equipped with flamethrowers, submachineguns and large quantities of grenades, they relied on speed and overwhelming close-in firepower to overwhelm and eliminate an often surprised defender. The only major support the Fallschirmjager enjoyed were the limited numbers of glider-deployable PanzerKampfer available to them. By the close of the European campaign, with the PanzerKampfer proving their worth, plans were drawn up to supply larger numbers of walkers within the standard TO&E of the Fallschirmjager.

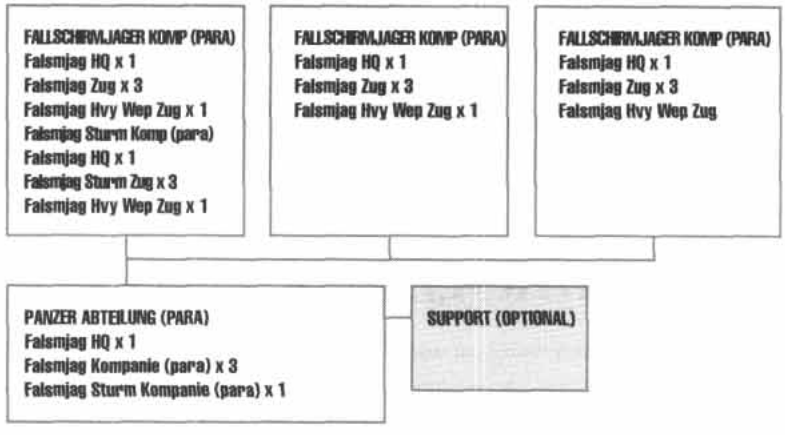
Rule: Airdropping

All Fallschirmjager units can use the parachute and airdropping rules found on page 53 of the ***Gear Krieg Wargaming Companion****.*

Basic Combat groups

FALLSCHIRMJAGER ZUG (PARA)	FALLSCHIRMJAGER HVY WEP ZUG (PARA)
3 x Falsmjag Sections	1 x MG section, 1x Mortar section,
1 x Falsmjag HQ Section	1 x AT Rifle section, 1 x HQ section

Fallschirmjager Abteilung Organization


FALLSCHIRMJAGER KOMP (PARA)
Falsmjag HQ x 1
Falsmjag Zug x 3
Falsmjag Hvy Wep Zug x 1
Falsmjag Sturm Komp (para)
Falsmjag HQ x 1
Falsmjag Sturm Zug x 3
Falsmjag Hvy Wep Zug x 1
FALLSCHIRMJAGER KOMP (PARA)
Falsmjag HQ x 1
Falsmjag Zug x 3
Falsmjag Hvy Wep Zug x 1
FALLSCHIRMJAGER KOMP (PARA)
Falsmjag HQ x 1
Falsmjag Zug x 3
Falsmjag Hvy Wep Zug
PANZER ABTEILUNG (PARA)
Falsmjag HQ x 1
Falsmjag Kompanie (para) x 3
Falsmjag Sturm Kompanie (para) x 1
SUPPORT (OPTIONAL)

Infantry Combat Sections 1941-1943

FALSMJAG SECTION (PARA)	FALSMJAG STURM SECT. (PARA)	FALSMJAG HQ (PARA)
1 NCO w/SMG	1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 w/LMG	1 NCO w/SMG
1 Assist w/Rifle	1 Assist w/Rifle	1 w/Rifle + Radio
1 w/SMG	1 w/Flamethrower	1 w/Rifle
1 w/SMG	1 w/SMG	
1 w/Rifle	1 w/SMG	FALSMJAG HQ SECTION
1 w/Rifle	1 w/SMG	1Officer w/SMG
1 w/Rifle	1 w/SMG	1 NCO w/SMG
1 w/Rifle Grenade	1 w/Rifle Grenade	1 NCO w/SMG
1 w/LMG		
1 Assist w/Rifle		
1 w/Rifle + Radio		

MORTAR SECTION	MG SECTION	AT SECTION
NCO w/SMG	NCO w/SMG	NCO w/SMG
Mortar team x 3	MG team x 3	AT team x 3

MORTAR TEAM	MG TEAM	AT TEAM
1 w/50mm mortar	1 w/MMG	1 w/AT Rifle
1 Assist w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 Assist w/Rifle	1 Assist w/Rifle	

Default Morale: 1 (Elite)

FALLSCHIRMJAGER 1941-1943

1941 opens with the spectacular airborne operation to secure the island of Crete. Owing to the lack of Glider towing aircraft, mostly slated to transport the operation's supporting PanzerKampfer, the bulk of troops were dropped by parachute. The scattering and resulting disruption led to excessive casualties. Only the timely arrival of air-landed reinforcements saved the Fallschirmjager from total disaster. This raised marked concerns within O.K.H, and resulted in the scaling back of Fallschirmjager operations in the invasion of Russia. This proved somewhat fortuitous, as the fanatic Russian resistance to the invasion caused unexpectedly high casualties in these isolated units.

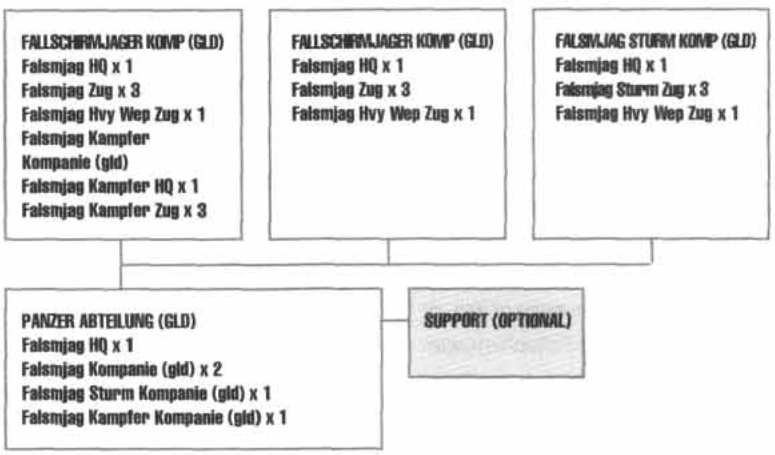
After the opening moves in the Russian invasion, with much of the Luftwaffe transport assets tied up in the Demyansk relief effort, further airborne operations were virtually impossible. Still recovering from both the Crete and Barbarossa operations, many units found themselves on the front fighting as elite light infantry formations. Lacking the heavier equipment of the infantry, extensive use of hand held and improvised anti-tank charges were used to halt Russian armor attacks. Relying on their now obsolete and overworked PanzerKampfer for armored support, rapid re-equipment with heavier anti-tank weapons was instigated. By the close of 1943 most Fallschirmjager units had at least limited towed anti-tank weaponry, with some even possessing small contingents of Panzers.

Basic Combat groups

FALLSCHIRMJAGER ZUG (GLD)	FALLSCHIRMJAGER KAMPFER ZUG (GLD)
3 x Falsmjag Sections	1 x glider deployable Kampfer command
1 x Falsmjag HQ Section	5 x glider deployable Kampfer
4 x DFS 230	6 x Go 242 or 3 x Me 321*

*If Me 321 Gigant are used then Kampfer do not need Glider deployable perk

Fallschirmjager Abteilung Organization


FALLSCHIRMJAGER KOMP (GLD)
Falsmjag HQ x 1
Falsmjag Zug x 3
Falsmjag Hvy Wep Zug x 1
Falsmjag Kampfer Kompanie (gld)
Falsmjag Kampfer HQ x 1
Falsmjag Kampfer Zug x 3
FALLSCHIRMJAGER KOMP (GLD)
Falsmjag HQ x 1
Falsmjag Zug x 3
Falsmjag Hvy Wep Zug x 1
FALSMJAG STURM KOMP (GLD)
Falsmjag HQ x 1
Falsmjag Sturm Zug x 3
Falsmjag Hvy Wep Zug x 1
PANZER ABTEILUNG (GLD)
Falsmjag HQ x 1
Falsmjag Kompanie (gld) x 2
Falsmjag Sturm Kompanie (gld) x 1
Falsmjag Kampfer Kompanie (gld) x 1
SUPPORT (OPTIONAL)

Infantry Combat Sections 1941-1943

FALSMJAG SECTION (GLD)*	FALSMJAG STURM SECT. (GLD)*	FALSMJAG HQ (GLD)
1 NCO w/SMG	1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 w/LMG	1 NCO w/SMG
1 Assist w/Rifle	1 Assist w/Rifle	1 w/Rifle + Radio
1 w/FG40	1 w/Flamethrower	1 w/Rifle
1 w/FG40	1 w/FG40	
1 w/SMG	1 w/SMG	FALSMJAG HQ SECTION
1 w/Rifle	1 w/SMG	1Officer w/SMG
1 w/Rifle	1 w/SMG	1 NCO w/SMG
1 w/Rifle	1 w/Rifle	1 NCO w/SMG
1 w/Rifle Grenade	1 w/Rifle Grenade	1 w/LMG
1 Assist w/Rifle		1 w/Rifle + Radio
* Para sections remove 1 man with SMG		
MORTAR SECTION	MG SECTION	AT SECTION
NCO w/SMG	NCO w/SMG	NCO w/SMG
Mortar team x 3	MG team x 3	Recoilless team x 1
MORTAR TEAM	MG TEAM	RECOILLESS TEAM*
1 w/81mm mortar	1 w/MMG	75mm Recoilless
1 Assist w/Rifle	1 Assist w/Rifle	Kettenrad
1 Assist w/Rifle	1 Assist w/Rifle	
* Para recoilless team removes the Kettenrad.		

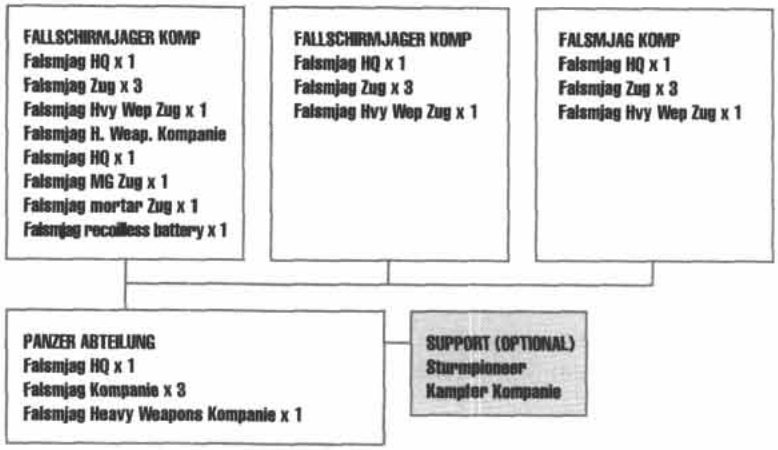
Default Morale: 1 (Elite)

FALLSCHIRMJAGER 1943

By 1943 with the disastrous loss of air transport in the Stalingrad siege and the changing character of fighting on the Eastern front, the Fallschirmjager found themselves constantly embroiled in defensive fighting. As the Fallschirmjager continued to fight as infantry, additional armor units, in the form of assault guns, were permanently detached from other units, or directly incorporated into their TO&E. By 1943, many of the new Fallschirmjager recruits had not received the necessary jump training to participate in an airborne operation and the Fallschirmjager TO&E had begun to resemble more that of a standard Infantry formation. A manpower starved Heer even began to question the necessity of the Fallschirmjager. In spite of this, or maybe because of it, the Fallschirmjager continued to perform at extraordinary levels and ensured their continued survival as an elite fighting formation.

With the shift to ground operations, there were some modifications to the standard TO&E, mostly to formalize the inclusion of a heavy weapons platoon and armored support, which had appeared from 1942 onwards. The most significant addition to the Fallschirmjager assets in 1943 was that of the Luft fortress. This massive platform allowed the deployment of limited forces from very high altitudes, proving almost undetectable. This required very specialized equipment, and was physically taxing on the Fallschirmjager involved. Attempted only a limited number of times, and only for commando type raids, it proved to be more of political, rather than military, value.

Fallschirmjager Abteilung Organization



Infantry Combat Sections 1941-1943

FALSMJAG SECTION*/#	FALSMJAG STURM SECT.*	FALSMJAG HQ (GLD)
1 NCO w/SMG	1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 w/LMG	1 NCO w/SMG
1 Assist w/Rifle	1 Assist w/Rifle	1 w/Rifle + Radio
1 w/FG40	1 w/Flamethrower	1 w/Rifle
1 w/FG40	1 w/FG40	
1 w/SMG	1 w/SMG	FALSMJAG HQ SECTION
1 w/Rifle	1 w/SMG	1Officer w/SMG
1 w/Rifle + Einstossflammenwerfer	1 w/SMG	1 NCO w/SMG
1 w/Rifle + Pzfaust	1 w/Rifle + Pzfaust	1 NCO w/SMG
1 w/Rifle + Pzfaust	1 w/Rifle + Pzfaust	1 w/LMG
1 Assist w/Rifle		1 w/Rifle + Radio

* Para sections remove 1 man with SMG

Each Fallschirmjager Section has a Panzersheck team permanently attached

MORTAR SECTION	MG SECTION	AT SECTION
NCO w/SMG	NCO w/SMG	NCO w/SMG
Mortar team x 3	MG team x 3	Recoilless team x 1

MORTAR TEAM	MG TEAM	RECOILLESS TEAM*	PANZERSHRECK TEAM
1 w/81mm mortar	1 w/MMG	75mm Recoilless	1 w/Panzershreck
1 Assist w/Rifle	1 Assist w/Rifle	Kettenrad	1 Assist w/Rifle
1 Assist w/Rifle	1 Assist w/Rifle		

* Para recoilless team removes the Kettenrad.

Typical Combat Groups 1943

TYPE	DESCRIPTION
Falsmjag MG Zug	MG section x 3 + HQ x 1
Falsmjag Mortar Zug	120mm mortar x 4 + HQ x 1
Falsmjag recoilless Batt	120mm Recoilless x 4 + HQ x 1

Default Morale: 1 (Elite)

GLIDER OPERATIONS

The Germans made extensive use of Assault gliders in their airborne operations. Existing in three models, varying in size and capacity, they enabled their occupants to land fully equipped and ready for combat. This provided a decided edge in the rapid assault battles frequently fought by the Fallschirmjager. The major limiting factor in using gliders was finding sufficient landing space. To deal with this, many gliders were fitted with breaking chutes and even retrorockets to reduce the necessary landing space.

The required landing zone is equal to the Stall Speed in a straight line. If this takes the glider through Rough (or worse) terrain then it is assumed to have crashed. Damage follows this formula:

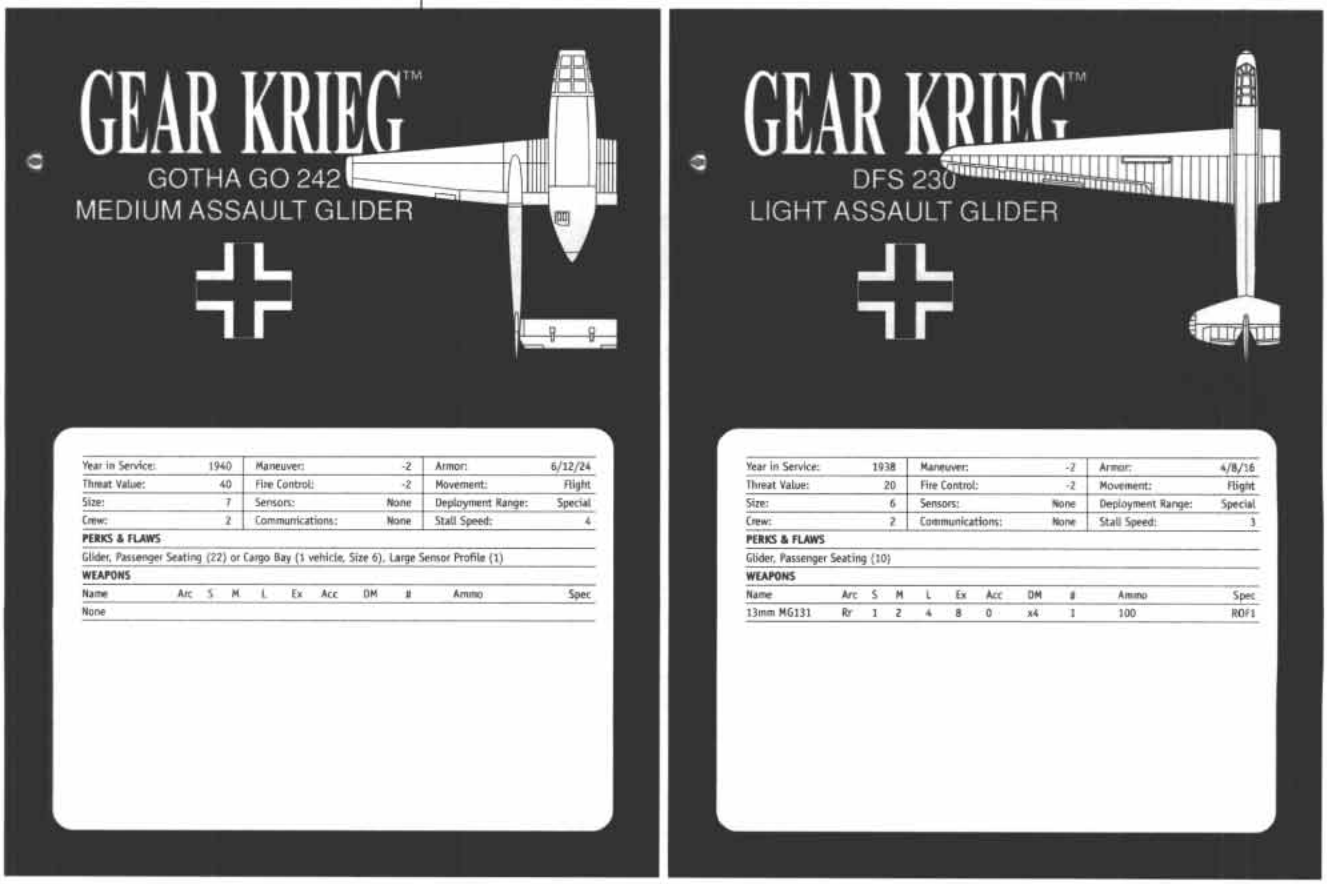
Crash Damage =
Two dice x Aircraft Size
x (current speed/2)

Speed is assumed to be the glider's landing distance if not known. A Morale (or Piloting, if using **Luft Krieg**) test is made with a Threshold equal to the worst terrain MP cost entered. The MoS is subtracted from the die roll for damage. Brake chutes reduce landing distances by 1MU and cost 10 TV. Retrorockets reduce it by 2MU and cost 40 TV. Both can be purchased if desired.

Gliders

TYPE	CARRYING CAPACITY	TV
DFS 230 Light Assault Glider	10 Passengers	20
Go 242 Medium Assault Glider	22 Passengers or 1 Glider deployable Kampfer	40
Me 323 Heavy Assault Plane*	see **Luft Krieg Companion**	100

** The Me 323 Gigant was able to lift heavy loads and so vehicles do not need the Glider deployable Perk to be transported.*

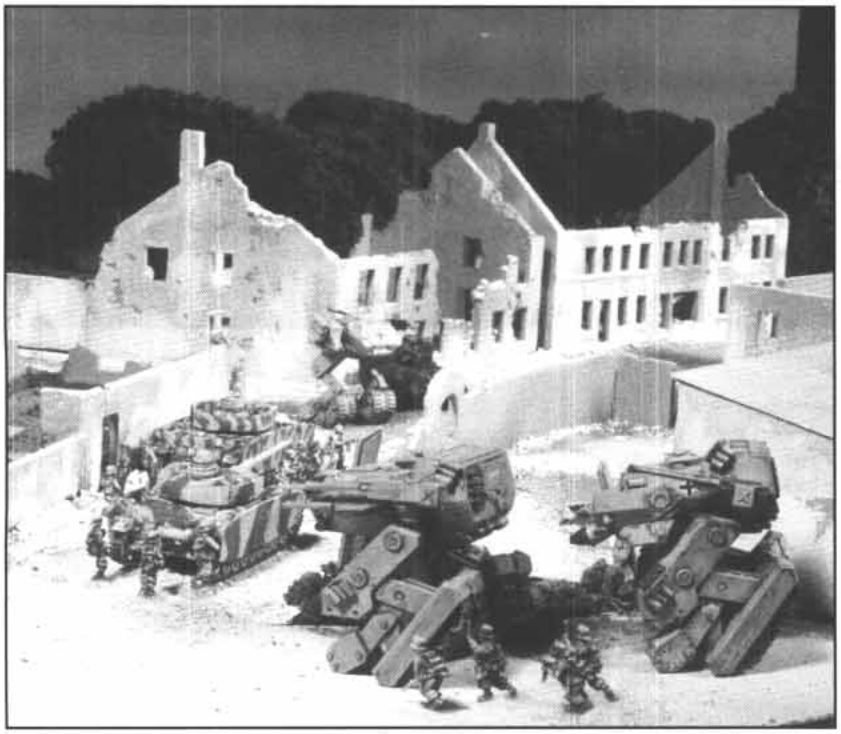


WEHRMACHT DIVISIONAL UNITS

Each division, irrespective of its designation, had a number of units that performed specific tasks, such as reconnaissance, anti-aircraft protection or engineering, and were collective known as 'Support Units'. These units generally existed as company size formations, and would be broken up and parceled out to the Division's Kampfgruppe as needed. Owing to their specific roles, these units maintained a similar structure, independent of their parent formations. However, while these units were similar to the reconnaissance unit of an SS Panzer formation they were vastly better equipped than that of a Heer Infantry formation. While one could expect the latest PanzerKampfer and armored halftracks as support, the other was lucky to be mounted on motorcycles and have a few armored cars for its units.

While the majority of support units were 'organic' to a specific division, some were considered 'Independent' formations. Such units as Heavy Panzer, Commando and Night fighting units fell into this category. As these units' skills were not needed for everyday military operations they were allocated by O.K.W at Army level to fulfill specific mission requirements. As such their appearance usually signaled a important engagement or operation was about to take place in the area.

Default Morale: 2 (Veteran)



General Kurt Student

A veteran fighter pilot of the Great War, Student joined the Luftwaffe upon its official reformation. A great proponent of airborne operations, Student was charged by Göering to spearhead the creation of Germany's first airborne force.

By 1936, after overcoming several technical difficulties, Germany was in possession of the worlds finest airborne troop formation. Personally commanding both the paratroop assaults in Holland and the glider assault on the Belgian Eben Emael forts, Student led the Fallschirmjager to stunning victory after stunning victory. Yet these operations had employed only small units of troops and, while effective, Student argued that future operations should be far larger in scale.

His chance came in 1941: the Fallschirmjager were tasked with the capture of the island of Crete. The largest airborne operation to date, it produced mixed results. Though the island was secured (with the help of glider-landed Kampfers for close support), it was too close fought for the liking of both Hitler and O.K.W. After the conclusion of the Crete operation, Student was ordered to use the existing airborne units as nuclei for the formation of additional Fallschirmjager units.

The year 1943 has seen Student, after raising these new formations, lobbying a skeptical O.K.W and Hitler to use the Fallschirmjager en masse once more.

RECONNAISSANCE/ MOTORCYCLE UNITS

Much of the success of the Blitzkrieg relied on effective and accurate reconnaissance of enemy positions, allowing commanders to place maximum force at weak points and achieve the all-important breakthrough. Contrary to Allied doctrine, which relied on stealth and guile, the Germans were willing to fight to gain reliable intelligence. Wehrmacht recon units were equipped with light armor and automatic weapons so as to provide the necessary firepower to effect local breakthroughs. The advent of the PanzerKampfer, with its mix of speed, armor and firepower, proved a perfect match to the recon role, and the TO&E were changed to reflect this. Reconnaissance units often had priority for the new walker production, and as such enjoyed a greater number of detached walkers per unit throughout the war.

Always at the forefront of the advance, recon units saw extensive action wherever they were posted. The quality of the troops was generally one step higher than that of their parent formations. The equipment possessed by a unit's reconnaissance elements was directly linked to the fortunes of its division. While an SS Panzer formation's recon unit could expect to be supplied with the latest PzK V and armored vehicles, the unit of a Heer infantry division was lucky to be assigned motorcycles with a few armored cars for support.

Depending on the unit's transport vehicles (the carrying capacity of the German half-tracks differed between types), the size and disposition of the Reconnaissance Infantry squads varied.

Basic Combat Groups

RECONNAISSANCE ZUG (MECH)	MOTORCYCLE ZUG
Reconnaissance Section x 3	Motorcycle Section x 3
Reconnaissance HQ section x 1	Motorcycle HQ Section x 1
Armored Half-tracks x 4	

Reconnaissance/ Motorcycle Kompanie Organization

RECONNAISSANCE KOMPANIE	MOTORCYCLE KOMPANIE
Reconnaissance HQ x 1	Motorcycle HQ Zug x 1
Reconnaissance Zug x 3	Motorcycle Zug x 3
Kampfer Zug x 1	Motorcycle MG Zug x 1

Infantry Combat sections

RECONNAISSANCE SECT.* (MECH) 1939-43	RECONNAISSANCE HQ* (MECH) 1939-43
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 w/LMG
1 Assistant w/Rifle	1 Assistant w/Rifle
1 w/SMG	1 w/SMG
1 w/SMG	1 w/SMG
1 w/SMG	1 w/Rifle Grenade
1 w/Rifle	SdKfz 250/1 w/Officer crewman
1 w/Rifle Grenade	

* Motorized adds additional men w/Rifle until section total = (vehicle's Passenger Seating) -1

Note: 1943 sections add 1 x Pzfaust and replace all SMG with MP43.

MOTOR. SECTION* 1939-43	MOTOR. HQ SECTION* 1939-43	MOTOR. MG SECTION
1 NCO w/SMG + Motorcycle	1 Officer w/SMG + Motorcycle	1 NCO w/SMG + Motorcycle
1 w/LMG + Motorcycle	1 w/LMG + Motorcycle	Motorcycle MG teams x 3
1 Assistant w/Rifle + Motorcycle	1 Assistant w/Rifle + Motorcycle	
1 w/SMG + Motorcycle	1 w/SMG + Motorcycle	MOTORCYCLE MG TEAM
1 w/SMG + Motorcycle	1 w/SMG + Motorcycle	1 w/LMG
1 w/Rifle + Motorcycle	1 w/Rifle Grenade + Motorcycle	1 Assistant w/Rifle
1 w/Rifle + Motorcycle	Motorcycle + Sidecar	
1 w/Rifle + Motorcycle		MOTORCYCLE HQ
1 w/Rifle + Motorcycle		Kubelwagon w/Officer
		1 w/Rifle Grenade + Motorcycle

* 1943 Motorcycle Sections replace all SMG w/MP43 and add 2 x Pzfausts.

Typical Combat Groups

TYPE	DESCRIPTION
Motorcycle MG Zug	Motorcycle MG section x 3 + Motorcycle HQ x 1
Reconnaissance Zug	Reconnaissance section x 3 + Reconnaissance HQ section + SdKfz 251/1 x 3 + SdKfz 250/10 x 1

Default Morale: Parent units rating +1 level

FLAK UNITS

The Wehrmacht was rife with personal egotism and inter-service rivalry; none more obviously than in its flak formations. Officially, all flak was directly controlled and staffed by the Luftwaffe, being detached to Heer/SS formations when required. The reality of daily operations, however, generally led to flak batteries taking orders from whichever unit commander they were attached to, though jurisdictional wrangles weren't uncommon. Understanding the effectiveness of air power, the pre-war Luftwaffe developed and deployed a specialized fire control system known as 'The Director'. Using highly advanced computators and communication equipment, this system was able to coordinate the fire of the Flak battery, markedly improving their effectiveness. As the war progressed, in the face of increasing enemy air attack and decreasing Luftwaffe effectiveness, the size and strength of flak units was constantly increased. On the Ostfront it frequently was the superb 88 Flak piece, the only weapon in the 1941 Wehrmacht arsenal that could defeat the heavy Russian Armor at range, that held the line. Indeed many Ostfront Heavy Flak units racked up impressive tank tallies.

At the outbreak of hostilities virtually all of the Wehrmacht flak units were towed weapons. This had led to mixed results during the European campaign. Though these units proved effective in defeating air attacks from prepared positions, they proved ineffective when surprised and on the move. Taking precious minutes to deploy ready for action, enemy aircraft often had ample time to perform their mission and exit before any effective defense could be mounted. By the beginning of operation Barbarossa, improvised self-propelled flak units had become available, quickly followed by dedicated flak vehicles late in 1942. Enemy air attacks may have increased in number and ferocity, but the number and effectiveness of Luftwaffe Flak units had risen in proportion. By 1943, with dedicated Panzer and Kampfer flak vehicles and 2nd generation Director sets, the skies were far from safe for enemy aircraft.

Basic Combat groups

FLAK ZUG (TOWED)	FLAK ZUG (SELF-PROPELLED)
6 x Flak Cannon	4 x Flakwagon
1 x Flak HQ	1 x Flak HQ
6 x Half-tracks	

Flak Kompanie Organization

FLAK KOMPANIE (TOWED)	FLAK KOMPANIE (SELF-PROPELLED)
Flak HQ Zug x 1	Flak HQ Zug x 1
Flak Zug x 3	Flak Zug x 3

Typical Combat Groups 1941-1943

TYPE	DESCRIPTION
Flak HQ	SdKfz 251/23 w/Officer crewman
Flak Zug (towed)	2cm Flak x 6
Flak Zug (towed)	2cm Flak x 4 + 88 Flak x 2
Flak Zug (self-propelled)	Quad 2cm SdKfz 8 x 4
Flak Zug (self-propelled)	Ostwind x 4 *or* PzKpf V Ausf X x 4

Default Morale: 1 (Elite)

Rule: Anti-aircraft Director Master/Slave

At the outset of the war the Germans were developing a system of integrated fire control for directing several guns onto a single aerial target. Dubbed the Director, it required a dedicated sensor station, or 'Master,' that housed the detection and computator equipment. Using its advanced sensors, this unit would gain targeting data and transmit it down a wire or via radio to the attacking vehicles. Another computator, known as the 'Slave,' would interpret the data and direct the gun to the aiming point.

In game terms, this allows a 'Slave' vehicle within 1 MU to attack using the Sensors, Communications and Fire Control modifiers of the Director — essentially, linking its own guns to the Director's and any Slaves firing. Both the Director and Slave units have to be stationary and have functioning Communications to be used. The total TV of the flak group is multiplied by x1.1 (the extra TV is applied to the Director for Victory Points purposes).

SCHWERE PANZER ABTEILUNGEN (INDEPENDENT)

During the French campaign, O.K.H had been disturbed by the technical superiority of the French armor in comparison to Germany's available Panzers. Superior in every aspect, the French armor had been defeated more by its deployment as infantry support vehicles, than by direct confrontation with German Panzers. O.K.H knew that Germany was behind in tank development, something that would become apparent when the first T34 tanks were encountered in the Russian invasion. To this end, development of a heavy tank, which had begun as early as 1937, was fast tracked to ensure Germany established and maintained technical superiority. Yet even as the first Tiger heavy Panzers rolled off the assembly lines in 1942, it was clear that production would be insufficient to equip all existing Panzer formations with the new tanks.

Instead, O.K.H concentrated the available machines into independent units designated "Schwere Panzer Abteilungen." These formations were at first equipped with a mixture of the advanced Tiger heavy tank and some assault gun armed Pz III (M) for close support. By the close of 1943, after suffering virtually no Tiger losses and with increased production, all existing Schwere Panzer Abteilungen were refitted solely with Tiger tanks.

Basic Combat groups

SCHWERE PANZER HQ ZUG	SCHWERE PANZER ZUG
Heavy Panzer Command x 2	Heavy Panzer x 4

Schwere Abteilungen Organization

SCHWERE KOMPANIE Schwere Panzer HQ Zug x 1 Schwere Panzer Zug x 3 Schwere Panzer Zug x 3	SCHWERE KOMPANIE Schwere Panzer HQ Zug x 1	SCHWERE KOMPANIE Schwere Panzer HQ Zug x 1 Schwere Panzer Zug x 3

SCHWERE ABTEILUNGEN
Schwere Panzer HQ x 1
Schwere Kompanie x 2 or 3

Typical combat groups

TYPE	DESCRIPTION
Schwere Panzer HQ	Tiger Command x 3
Schwere Panzer HQ Zug	Tiger x 2
Schwere Panzer Zug (early)	Tiger x 2 + Pz III N (assault gun) x 2
Schwere Panzer Zug (late)	Tiger x 4
Schwere Panzer Zug (Manticore)	Manticore x 4

Default Morale: 1 (Elite)

Steel Terror

The very first engagements fought by these units would create an enduring legend. The appearance of the new Panzer, seemingly impervious to any attack and possessing a main gun able to defeat all existing armor protection at any range, caused great concern to Russian and Allied tankers alike. In Africa, where only thirteen Tigers served, the mere rumor of a Tiger caused entire advances to break down. In Russia, titanic tank duels were fought on the open steppes, with entire companies of T34 being wiped out by a single Tiger. Yet by 1943, with the Africa corps surrender in Tunisia and renewed Russian assaults led by up gunned T34s, the chinks in the Tiger myth began to be exposed. Losses began to outstrip production as Schwere Panzer Abteilungen tried to stem the tide of Russian and Allied armor. The days of the Schwere Abteilung seemed to be numbered.

In the closing days of 1943, a new Schwere formation entered service on the Russian front. Equipped with the new breed of Panzer known as the 'Banshee' hovertank, this new Schwere Panzer Abteilungen began limited field operations. Darting back and forth across the battlefield, using its strange superscience laser armament to devastating effect, a new legend was born: not one of an indestructible foe, but one of an unseen menace striking swiftly, then fading away. The enemies of Germany would soon realize that the days of Panzer terror were far from over.

STURMGESCHUTZ ABTEILUNGEN

The idea of independent armor battalions arose from experiences in the European campaign. This campaign had demonstrated the need for an independent formation capable of rapid deployment, and possessing effective anti-armor firepower. With increasing losses on the Ostfront, and considering the expected defensive fighting these units would participate in, the decision was made to equip them solely with assault guns. A turretless Panzer chassis was fitted with a fixed large caliber anti-tank gun or support howitzer. This design traded the flexibility of a turret for speed of production, and was well suited to defensive operations.

There were two distinct categories: PanzerJäger ("armor hunter") or Sturmartillerie, they performed as anti-tank or assault gun units, respectively. Lacking the prestige of the Schwere Panzer Abteilungen, the Sturmgeschutz Abteilungen were, however, the workhorse of the independent armor formations. Frequently possessing the only Panzers capable of defeating Soviet armor at range, these units saw constant action. Thrown into battle against impossible odds, they suffered horrendous casualties, only to be reformed from the ashes days later. Under such conditions it was rare for a unit to have its full complement of vehicles. By 1943, many formations were Abteilungen in name only, consisting of a dozen assault guns in various states of repair. Yet these formations continued to be effective, accounting for, on average, ten enemy tanks for every one of their own. As the fortunes of war began to turn against Germany, these units were fighting in increasingly more desperate situations and yet still proving effective.

Basic Combat Groups

STURMGESCHUTZ HQ ZUG	STURMGESCHUTZ ZUG
1 x Sturmgeschutz Command	3 x Sturmgeschutz

Sturmgeschutz Abteilungen Organization

STURMGESCHUTZ KOMPANIE	STURMGESCHUTZ KOMPANIE	STURMGESCHUTZ KOMPANIE
Sturmgeschutz HQ Zug x 1	Sturmgeschutz HQ Zug x 1	Sturmgeschutz HQ Zug x 1
Sturmgeschutz Zug x 3	Sturmgeschutz Zug x 3	Sturmgeschutz Zug x 3
Sturmgeschutz Abteilungen		
Sturmgeschutz HQ x 1		
Sturmgeschutz Kompanie x 3		

Typical Combat Groups

TYPE	DESCRIPTION
Sturmgeschutz HQ	Stug G Command x 1
Sturmgeschutz HQ Zug	Stug G x 1
Sturmgeschutz Zug	Brümmbar x 3
Sturmgeschutz Zug	Stug G x 3

Default Morale: 2 (Veteran)

STURMPIONEER UNIT

The Germans referred to their engineering personnel as Pioneers, as they were often the lead units in any operation, clearing the way for the following formations by building bridges, or laying and clearing minefields. Special units known as Sturmpioneers were trained to carry out these engineering tasks while under enemy fire. Equipped with body armor and overwhelming close in firepower, they were used to lead assaults against strongly held enemy positions. Composed of dedicated and skilled soldiers, these units were seasoned formations and did not shy away from combat. However, due to their deployment to the most heavily held areas, they frequently suffered heavy casualties.

Found in every divisional structure, Pioneer units were similarly equipped to their parent formation. Varying from transporting their specialized equipment in horse-drawn carts for lowly infantry divisions, to riding into battle in state of the art half-tracks supported by specialized engineering Kampfer, the role of the Pioneer remained the same.

Rules: Field Engineering

Engineering squads may receive additional training: they cost one and a half times the cost of an equivalent infantry unit. See ***Gear Krieg Wargaming Companion****, page 36.*

The combat engineer teams have access to the following equipment. They do not automatically have to carry all of it; rather, the needs of the mission will dictate the equipment used. See page 49 of the ***Gear Krieg Wargaming Companion****: Combat Armor, Explosives, Mine Detectors. They can also add one Panzer-Kampfer Zug formation per Kompanie as support units.*

Basic Combat Groups

STURMPIONEER ZUG	STURMPIONEER ZUG (MECHANIZED)
3 x Sturmpioneer Section	3 x Sturmpioneer Section
1 x Sturmpioneer HQ	1 x Sturmpioneer HQ
	3 x SdKfz 251/7, 1 x SdKfz 250/1

Sturmgeschutz Abteilungen Organization

STURMPIONEER KOMPANIE
Sturmpioneer HQ x 1
Sturmpioneer Zug X3

Infantry Combat Sections

STURMPIONEER SECTION (UP TO 1943)*	STURMPIONEER HQ (TILL 1943)
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	2 x NCO w/SMG + Satchel Charge
1 Assistant w/Rifle	1 w/LMG
1 w/Flamethrower	1 Assistant w/Rifle
3 x w/SMG + Satchel Charge	1 w/Rifle + Radio
1 w/SMG + Satchel Charge	
1 w/Rifle + Limpet Mine	
1 w/SMG + Mine detector	
1 w/Assistant w/Rifle	
3 x w/Rifle	

STURMPIONEER SECTION (1943)*	STURMPIONEER HQ (1943)
1 NCO w/SMG + Light armor	1 Officer w/SMG + Light armor
1 w/LMG + Light armor	1 NCO w/SMG + Satchel Charge + Light armor
1 Assistant w/Rifle + Light armor	1 NCO w/MP43 + Satchel Charge + Light armor
1 w/Flamethrower + Light armor	1 w/LMG + Light armor
1 w/SMG + Satchel Charge + Light armor	1 Assistant w/Rifle + Light armor
2 x w/MP43 + Satchel Charge + Light armor	1 w/Rifle + Radio + Light armor
1 w/Rifle + Limpet Mine + Light armor	1 w/Pzshhreck + SMG + Light armor
1 w/SMG + Mine detector + Light armor	1 Assistant w/Rifle + Light armor
1 w/Assistant w/Rifle + Light armor	
1 w/Rifle + Light armor	
2 x w/Rifle + Pzfaust + Light armor	

* Mechanized sections remove Flamethrower and 3 men with Rifles.

Default Morale: 2 (Veteran)

ROBOTIC DEMOLITION UNITS (INDEPENDENT)

Debuting with the assault on the Maginot line, these Robotic Demolition units proved an ideal tool for destroying the heavy fortifications safely. Attached to the assaulting Pioneer units as specialized auxiliaries, they proved so effective that further development and reorganization was ordered by O.K.H. Expanded into fully independent formations by 1941, they were used extensively in the opening phase of operation Barbarossa. These engagements saw the first deployment of a new vehicle-sized remote drone designated the "Borgward". About the size of a small car, this tracked vehicle carried a 500kg demolition charge, and was remotely controlled from a modified Pz II tank by either wire or radio control.

As the conflict continued, further development of both the Kuckenschabe and Borgward was undertaken. This development led to vast improvements in the design, with the 1943 'cockroach' being far more sophisticated than the primitive machines used against the Maginot line. It was modified to carry a bewildering array of weapons into battle; from chemical sprayers to flamethrowers and machineguns. The Borgward was modified to carry larger weapon systems, such as anti-tank lasers and rocket systems. Additionally, the sensor and control systems were vastly improved, allowing the vehicles to be utilized at night, negotiate broken terrain and even right themselves after a fall.

While Kuckenschabe detachments could still be found attached to many Pioneer formations, the larger Borgward demolition vehicles were concentrated into 'Panzer Funklenk' units. Used to disperse pockets of heavy resistance without the need for costly Infantry assaults, these units proved highly effective against Russian resistance and to a lesser degree the better equipped Allied formations.

Rules: Demolition

Demolition squads may receive additional training: they cost one and a half times the cost of an equivalent infantry unit. See ***Gear Krieg Wargaming Companion****, page 36.*

The robotic engineer teams have access to the following equipment. They do not automatically have to carry all of it; rather, the needs of the mission will dictate the equipment used. See page 49 of the ***Gear Krieg Wargaming Companion****: Combat Armor, Explosives, Mine Detectors. Rules for "Kuschenschabe" walking mines can be found on page 55 of the same book.*

Basic Combat groups

KUSCHENSCHABE ZUG	FUNKLENK ZUG
4 x Kuschenschabe Section	4 x Control Panzer
1 x Kuschenschabe HQ	12 x Borgward

Kuschenschabe /Panzer Funklenk Kompanie

KUSCHENSCHABE KOMPANIE	PANZER FUNKLENK KOMPANIE
Kuschenschabe HQ x 1	Panzer Funklenk HQ x 1
Kuschenschabe Zug x 3	Panzer Funklenk Zug x 1

Infantry Combat sections

KUSCHENSCHABE SECTION	KUSCHENSCHABE HQ
NCO w/SMG	Officer w/SMG
Kuschenschabe team x 4	NCO w/SMG
	1 w/Rifle
KUSCHENSCHABE TEAM	1 w/Rifle + Radio
1 w/Rifle + robot control gear	Kubelwagon
1 assist w/Rifle	
2 Kuschenschabe	

Typical combat groups

Panzer Funklenk HQ	Pz III Command x 2
Panzer Funklenk HQ	Tiger Command x 2
Panzer Funklenk Zug	Pz III Control Panzer x 4 + Borgward x 12
Panzer Funklenk Zug	Tiger Control Panzer x 4 + Borgward x 9
Panzer Funklenk Zug	Stug III Control Panzer + Borgward x 12

Default Morale: 2 (Veteran)

ZOMBIES (INDEPENDENT)

Germany began an extensive eugenics program in the 1930s, ostensibly to produce super-athletes for the 1937 Olympics. By 1942 the program had some exceptional individuals, but only in very small numbers. It was decided to shift focus from breeding the Ubermench to providing temporary performance increases through chemical means. A number of test subjects, after being injected with a specialized neurotransmitter and specific chemicals, had died and then 'revived' to attack the nearby researchers. At Hitler's insistence, further study was undertaken; by exposing living or recently deceased subjects to a potent agent, a corpse could be reanimated. By fitting an electrical 'neural motivator,' rudimentary control could be exerted over the creature's actions. They could be herded towards the enemy, where a signal would motivate them to attack, or left behind, buried in abandoned positions and set to activate several days later. The disruption and fear these creatures caused was significant.

The 'Zombies', as these unfortunate creatures were nicknamed, lacked any form of real intelligence and could only use improvised melee weapons. In open battle, they were driven forward towards the enemy, while normal troops armed with machineguns kept the enemy pinned down with suppressive fire. To improve their effectiveness, some zombies were fitted with demolition charges set to explode either by remote control or when brain function ceased. Zombies tended to be used from company to battalion strengths, as smaller units proved too vulnerable. These units were universally hated, and assignment to such a unit was considered a punishment detail by the troops. For many unruly soldiers the mere threat of a posting to such a unit was sufficient to keep them in line.

Basic Combat groups

ZOMBIE ZUG

3 x Zombie Zug
1 x Zombie HQ section

Zombie Kompanie Organization

ZOMBIE KOMPANIE
Zombie HQ x 1
Zombie Zug X3

Infantry Combat sections

ZOMBIE SECTION*	ZOMBIE HQ SECTION	ZOMBIE HQ
1 Zombie w/Melee weapon	1 NCO w/SMG	1 Officer w/SMG
1 Zombie w/Melee weapon	1 w/Rifle + Zombie Control Equipment	1 NCO w/SMG
1 Zombie w/Melee weapon	1 assistant w/Rifle	1 w/Flamethrower
1 Zombie w/Melee weapon	1 w/Rifle + Zombie Control Equipment	1 w/LMG
1 Zombie w/Melee weapon	1 assistant w/Rifle	1 assistant w/Rifle
1 Zombie w/Melee weapon	1 w/LMG	1 w/Rifle + Radio
1 Zombie w/Melee weapon	1 assistant w/Rifle	2 x Pioneer sections
1 Zombie w/Melee weapon	1 w/LMG	
1 Zombie w/Melee weapon	1 assistant w/Rifle	
1 Zombie w/Melee weapon	1 w/Rifle + Radio	

* up to two zombies may be equipped with demolition pack

Default Morale: 3 (Qualified) Human troops only

Rule: Zombie Minefields

The Zombie units employed on the Ostfront proved totally useless against a prepared opponent. Often, the shambling creatures would be torn apart by mortar or machinegun fire long before they closed with the enemy formations. A solution appeared when a German unit inadvertently occupied a position where a zombie squad had been buried by shellfire. The sight of the corpses clawing their way out of the dirt to attack them caused the German unit to flee in short order. The incident prompted the commander of the local zombie formation to experiment with zombie minefields: by attaching a timer to the control harness, these 'minefields' could be left in captured areas to wreak havoc with the enemies' rear areas. Later, a more powerful transmitter allowed a nearby controller to activate these minefields as enemy formations entered them.

In any scenario allowing hidden ordinance, a German player can bury any of his zombie units by doubling their TV. Activation uses the remote mine activation rules found in the ***Gear Krieg Wargaming Companion****. Other zombie rules are the same as for the Japanese version and can be found on page 72 of this book.*

KOMMANDO/ ROCKETTRUPPEN (INDEPENDENT)

German Kommandos carried out sabotage missions behind enemy lines using a mixture of stealth, luck and bravado. Often dressing in captured enemy uniforms, they relied on deception to carry out their work. O.K.H disliked these units, as it considered their methods to be dishonorable and beneath that of a 'Prussian' soldier. Never deployed in groups bigger than Zug strength, they operated on the cusps of the assault, capturing key bridges and strategic points, or deep behind enemy lines.

The SS Rockettruppen were the complete opposite. Dressed in black leather flight suits and riding into battle on the Vossler rocket pack, they were anything but subtle. Relying on the sudden shock of their appearance to paralyze the defenders, they would move rapidly to their objective, carry out their mission and then flee. Used only for the most important of operations, they wore heavy armor and carried the latest in automatic weapons and demolition charges. Due to their specialized mode of transport these units never deployed in greater than Zug strength, as the risk of midair collision was too great. Later in the war some units were specially trained to operate off the Luft fortresses, though inter-service rivalry prevented this from becoming commonplace.

Rule: Infiltration

Many Kommando soldiers were masters of infiltration. They add +1 to their Concealment at night and in terrain that provides Obscurement. They do not receive this benefit on ground with no cover. This ability multiplies their TV by 2.

Basic Combat groups

KOMMANDO ZUG	ROCKETTRUPPEN ZUG
3 x Kommando section	3 x Rockettruppen section
1 x Kommando HQ	3 x Rockettruppen AT team
	1 x Rockettruppen HQ

Infantry Combat sections

KOMMANDO SECTION*	KOMMANDO HQ*
1 NCO w/SMG + Light armor + Pzfaust	1 Officer w/SMG + Light armor
1 w/LMG + Light armor	1 NCO w/SMG + Satchel Charge + Light armor
1 Assistant w/SMG + Light armor	1 NCO w/MP42+ Satchel Charge + Light armor
1 w/LMG+ Light armor	1 w/LMG + Light armor
1 Assistant w/SMG + Light armor	1 Assistant w/Rifle + Light armor
1 w/MP42 + Satchel Charge + Light armor	1 w/MP42+ Light armor + Pzfaust
1 w/MP42 + Pzfaust + Light armor	1 w/Pzschreck + Light armor
1 w/MP42 + Limpet Mine + Light armor	1 Assistant w/Rifle + Light armor
1 w/SMG + Satchel Charge + Light armor	
1 w/SMG + Light armor	
* Kommando sections can replace any weapons and equipment for any period small arm or non-heavy support weapon (e.g. Flamethrower, Infantry Laser, etc.)	
Note that up to three infantry teams can be included in a Kommando raiding force.	
ROCKETTRUPPEN SECTION	ROCKETTRUPPEN HQ
1 NCO w/SMG + Light armor + Pzfaust	1 Officer w/SMG + Light armor
1 w/MP42 + Light armor + rocket pack	1 NCO w/SMG + Satchel Charge + Light armor
1 w/MP42 + Light armor	1 NCO w/MP42+ Satchel Charge + Light armor
1 w/MP42 + Light armor	1 w/MP42 + Light armor
1 w/MP42 + Light armor	1 w/MP42 + Light armor
1 w/MP42 + Satchel Charge + Light armor	1 w/MP42+ Light armor + Pzfaust
1 w/MP42 + Limpet Mine + Light armor	1 w/Panzerschreck + Light armor
1 w/MP42 + Pzfaust + Light armor	1 Assistant w/Rifle + Light armor
1 w/SMG + Satchel Charge + Light armor	
1 w/SMG + Pzfaust + Light armor	
ROCKETTRUPPEN AT TEAM	
1 w/Panzershreck or Infantry laser + Light armor	
1 Assistant w/MP42 + Light armor	

Default Morale: 1 (Elite)

Rule: Rockettruppen

The Rockettruppen all have radios and carry the new MP42 assault rifle (Acc 0, DM x2, Range 1/2/4/8, ROF 1). They use jet packs to move (see page 53 of the ***Wargaming Companion****). They may use gas masks, binoculars, armor and explosives.*

GEBIRGSJAGERS (INDEPENDENT)

The Gebirgsjager, much like the Fallschirmjager, filled a niche role within the Wehrmacht. Consisting of expert mountaineers, and equipped to fight in rugged mountainous terrain, these units saw action in many sectors during the war. During the invasion of Poland they fought to secure the few passable routes through the Carpathian Mountains, including the critical Dukla pass. The Gebirgsjager then formed the lead units that advanced on the strategic city of Lemberg. After fierce fighting, the Gebirgsjager forced the surrender of the defending Polish forces. At the conclusion of the European Campaign many of the Gebirgsjager Divisions were earmarked for operation Sea lion and the invasion of England. When this was eventually called off after Kampfgruppe Sea Lion failed to secure a beachhead, they were posted across Europe and Russia. Those Gebirgsjager earmarked for the Invasion of Russia filled gaps on the front line and suffered the same fate of the Fallschirmjager. Deployed out of their element, and with insufficient heavy weapon support, they were bled white in the heavy defensive fighting. By the close of 1943 these divisions were in urgent need of rest and reorganization before they would again be combat ready.

Equipped to fight in the harsh environment of mountainous terrain, the Gebirgsjager relied on man portable weapons and 'pack' artillery for most of their support. While some Panzer-Kampfer were present in the TO&E, they proved incapable of negotiating the mountainous terrain. To solve this, a number of experimental multi-legged walkers designs were developed.

Basic Combat groups

INFANTRY ANTI-TANK ZUG

Infantry HQ x 1
Pak 38 (horse drawn) x 4

INFANTRY GUN ZUG

Infantry HQ x 1
75mm IG (horse drawn) x 4

Infantry Abteilung Organization

INFANTRY KOMPANIE
Infantry HQ x 1
Infantry Zug x 3
Infantry Hvy Wep Zug x 1

INFANTRY KOMPANIE
Infantry HQ x 1
Infantry Zug x 3
Infantry Hvy Wep Zug x 1

INFANTRY KOMPANIE
Infantry HQ x 1
Infantry Zug x 3
Infantry Hvy Wep Zug x 1

INFANTRY HVY WEP KOMP
Infantry HQ x 1
Infantry MG Zug x 1
Infantry Mortar Zug x 1
Infantry Gun Zug x 1

PANZER ABTEILUNG
Infantry HQ x 1
Infantry Kompanie x 3
Infantry Hvy Wep Kompanie x 1
Lt/Hvy Flak Zug (towed) x 1
Infantry Anti-Tank Zug (horse drawn) x 1
Armored Car Zug x 1

SUPPORT (OPTIONAL)
Sturmpioneer Kompanie
Armored Car Zug

Infantry Combat Sections

#	INFANTRY SECTION*	#	INFANTRY SECTION*	#	INFANTRY SECTION*
1	1 NCO w/SMG	5	1 w/Rifle	8	1 w/Rifle
2	1 w/LMG	6	1 w/Rifle	9	1 w/Rifle
3	1 Assist w/Rifle	7	1 w/Rifle	10	1 w/Rifle Grenade
4	1 w/SMG				

** Add two men w/Rifles if motorized unit*
Note: Where not listed assume remain the same as previous years TO&E.
Note 2: Up to one Kompanie can be motorized. Add four trucks per Zug.

Typical Combat Groups 1941-1943

TYPE	DESCRIPTION
Infantry MG Zug	MG sections x 3 + Infantry HQ x 1
Infantry Mortar Zug	81mm Mortar x 4 + Infantry HQ x 1
Armored Car Zug	SdKfz 232 x 6

Default Morale: 1 (Elite)

Though none of them were available for the Polish campaign, a limited number were deployed in Russia and proved highly effective. This did go some way to readdressing the shortfall in the Gebirgsjager heavy weapons complement, but still left them woefully ill-equipped outside their element.

CAVALRY (INDEPENDENT)

During the Great War, the cavalry had proven unable to adapt to the changing face of warfare. The advent of the machinegun had made the cavalry charge impossible and the combustion engine had robbed them of their mobility advantage. However, the post-war military were reluctant to disband these proud formations, steeped in such long and illustrious tradition. It took disastrous cavalry charges against Panzer divisions during the Polish campaign to prove to one and all that the day of the cavalry was over for good.

Yet, cavalry possessed advantages over a comparative infantry formation. They could perform reconnaissance of terrain too rough or tight for armored vehicles. Being mounted gave them a great deal of mobility, especially in the harsh terrain encountered in Russia. Operating as a mobile infantry reserves on the Ostfront, they provided much needed relief to many a beleaguered Infantry divisions on the front line.

Fighting from horseback had simply become impractical with the advent of the machinegun. Instead, cavalry rode to their area of attack, then dismounted and fought on foot as regular infantry. In this way, they provided mobile light infantry assets, albeit without much of the heavy weapons other infantry units took for granted. As the war progressed, these units were gradually reformed as Panzergrenadier or infantry formations and their horses transferred to transport duties. By 1943, the decline of the cavalry in the Landser was virtually complete, the day of the mounted soldier drawing to a close.

Basic Combat groups

CAVALRY ZUG

3 x Cavalry section
1 x Cavalry HQ

Cavalry Kompanie Organization

CAVALRY KOMPANIE
Cavalry HQ x 3
Cavalry Zug x 3

Infantry Combat sections

CAVALRY SECTION 1939-43	CAVALRY HQ 1939-43
1 NCO w/SMG + Horse	1 Officer w/SMG + Horse
1 w/LMG + Horse	1 NCO w/SMG + Horse
1 Assistant w/Rifle + Horse	1 w/LMG + Horse
1 w/SMG + Horse	1 Assistant w/Rifle + Horse
1 w/SMG + Horse	1 w/SMG + Horse
1 w/SMG + Horse	1 w/Rifle + Radio + Horse
1 w/Rifle + Horse	
1 w/Rifle + Horse	
1 w/Rifle + Horse	
1 w/Rifle + Horse	
CAVALRY SECTION 1943	**CAVALRY HQ 1943**
1 NCO w/SMG +Horse	1 Officer w/SMG + Horse
1 w/LMG +Horse	1 NCO w/MP43 + Horse
1 Assistant w/Rifle + Horse	1 w/LMG
1 w/LMG +Horse	1 assistant w/Rifle
1 Assistant w/Rifle + Horse	1 w/MP43 + Pzfaust
1 w/MP43 +Horse	1 w/Rifle + Radio
1 w/MP43 +Horse	
1 w/Rifle + Pzfaust +Horse	
1 w/Rifle + Pzfaust +Horse	
1 w/Rifle + Pzfaust +Horse	

Default Morale: 2 (Veteran)

Rule: Horses

The cavalry troops all use horses to move (see page 62 of the ***Gear Krieg Rulebook****). They may use gas masks and binoculars.*

VAMPIRS (INDEPENDENT)

Blitzkrieg tactics tended to restricted the fighting to daylight hours. O.K.H recognized that developing equipments and tactics for fighting at night would enable them to maintain pressure on the enemy around the clock. A number of recon units were outfitted with specialized infra-red cameras. Mounted in custom half-tracks, they were capable of 'seeing' some 500m in total darkness. Used to scout ahead of the initial assaults, they identified and marked enemy strong points for artillery or aerial attack prior to the dawn assaults.

When a number of Panzer divisions came under attack by British troops at night in the European campaign, O.K.H decided this technology had broader applications. A specialized unit dubbed *Vampir* was formed to test new night fighting techniques and equipment. Formed too late to actively participate in the European conquest, this unit nevertheless identified required improvement. First and foremost was the need to increase the effective visual range; after several systems were tried, an infrared searchlight was mounted on a modified half-track. Capable of 'seeing' out to 1500m, they were hurriedly constructed and posted to Vampir units, ready for Operation Barbarossa.

Initially consisting of field modified tank hunter and assault gun Zugs, these units were tasked with the destruction of dug-in enemy tanks and fixed emplacements prior to the launching of a general assault. They proved so effective that by 1942 a dedicated version of the new Panther tank was being constructed with integrated infra-red targeting and vision systems. At this time, O.K.H began to formalize the TO&E of the Vampir units and, with the new man portable imaging systems becoming available for the first time, infantry now accompanied these units directly into battle. Never existing in more than company strength units, these Vampir formations built up a fearsome reputation on the Eastern front, out of proportion with their actual numbers.

Basic Combat groups

VAMPIR ZUG (PANZER)	VAMPIR ZUG (MECH)
3 x Med Panzer w/Vampir Equip	3 x Vampir sections
3 x Vampir Tank Rider section	1 x Vampir HQ section
	4 x SdKfz 251/1 w/Vampir Equip

Vampir Kompanie Organization

VAMPIR KOMPANIE
Vampir HQ x 1
Vampir Zug (Panzer) x 2
Vampir Zug (Mech) x 1

Infantry Combat sections

VAMPIR SECTION	VAMPIR HQ SECTION	VAMPIR TANK RIDER SECTION
1 NCO w/MP43 + Vamp Equip	1 Officer w/MP43 + Vamp Equip	1 NCO w/MP43 + Vamp Equip
1 w/MP43 + Vamp Equip	1 NCO w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip
1 w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip
1 w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip
1 w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip	
1 w/MP43 + Vamp Equip	1 w/MP43 + Vamp Equip	
1 w/MP43 + Vamp Equip		
1 w/MP43 + Vamp Equip		

Typical Combat Groups

TYPE	DESCRIPTION
Vampir Zug (Panzer)	Panther w/Vampir Equip x 3 + Vampir Tank Rider section x 3
Vampir HQ	*Panther Command w/Vampir Equip x 2 + 251/20 x 2*

Note: Prior to 1943, limited tank hunter and assault gun Zug were outfitted with infa-red equipment. These vehicles were accompanied by specially modified SdKfz 251 halftracks, one for each four Panzers.

Default Morale: 2 (Veteran)

Rule: Vampir Equipment

*The Vampir troops may use infrared sights, both passive and active (see page 49 of the **Gear Krieg Wargaming Companion**).*

SEA LIONS (INDEPENDENT)

Knowing that any attacks against Europe would inevitably bring Germany into direct conflict with Great Britain, the Kriegsmarine began researching beach landing operations in the 1930s. Realizing that Germany could never hope to compete with the Royal Navy on the surface, they turned to developing a specialized U-boat instead. It became readily apparent that a troop-carrying vessel would be of such size as to be incapable of navigating in shallow coastal waters. It was thus decided to opt for a smaller troop-carrying vehicle that would 'ride' the U-boat to the area and then detach and make its way to the beach under its own power. After some early design problems, the Kraken class U-boat was born. Keels were laid for three ships, with a further nine to follow, at the heavy shipyards in Danzig. The massive Kraken measured some 145 meters from bow to stern, with eight dorsal hardpoints for the attachment of Walrus amphibious PanzerKampfers and an additional forward hangar capable of storing four more Walrus. These units consisted of the best the Kriegsmarine had to offer.

The newly developed sonic weapons, an example of which was already mounted on the submersible Walrus PanzerKampfer, were chosen to equip the U-boat, as these weapons functioned effectively both above and below the water. During field trials, it was discovered that a skillful gunner could use refractive differences between water and air to 'bend' the sound waves to sweep across the beach without surfacing completely the gunnery post.

Basic Combat groups

SEA LION ZUG

Sea Lion Section x 3
Sea Lion HQ Section x 1
PanzerKampfer Transport x 2

SEA LION HQ

PanzerKampfer Transport Command x 2

Kompanie Organization

KOMPANIE
Sea lion HQ x 1
Sea lion Zug x 3

Infantry Combat sections

SEA LION SECTION	SEA LION HQ SECTION
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG
1 Assistant w/Rifle	1 w/LMG
1 w/SMG	1 Assistant w/Rifle
1 w/SMG	1 w/SMG
1 w/SMG	1 w/Rifle + Radio
1 w/Rifle	
1 w/Rifle	
1 w/Rifle	
1 w/Rifle	

Default Morale: 2 (Veteran)

Completed in time for the abortive Britain invasion attempt, in 1940 the need for a large amphibious force dissipated. Relegated to transport duties and Kommando raids, the only other major operation undertaken by the Krakens was in 1943: the attack on the secret Russian port at Nierovisk. Though this raid was a complete success, the Kriegsmarine mothballed the fleet the same year and reassigned most of the 'Sea Lion' to other duties. The plans for the remaining vessels were scrapped and production at the Danzig plant reverted to more conventional U-boat designs.

Rule: Sea Lion Equipment

*The Sea Lion troops may use diving equipment and magnetic limpet mines (see page 52 of the **Gear Krieg Wargaming Companion**). They can also field any of the sonic weapons found on page 100.*

SUPERSOLDIERS (INDEPENDENT)

The Eugenics program started in 1935 by Hitler had produced men of remarkable stamina and resilience. Capable of operating under incredible hardship and utterly loyal to the Nazi ideal, these 'Ubermench' were universally feared and respected by friend and foe alike. However, the selective breeding program and extensive physical, mental and pharmacological program produced very few successful candidates. By 1942, with the ever increasing losses on all fronts, German scientists turned to producing increased performance for troops en masse. Unable to duplicate the innate abilities as they had in the Ubermensch, they were able to, after some trial and error (see Zombie units), develop a chemical cocktail which could boost the strength, endurance and reaction time of any soldier, if only for a limited amount of time.

Field tests provided remarkable results, but the extreme stress placed on the soldier's body caused complete collapsed some 20-30 minutes later, leaving them incapable of further action for some days. Soldiers also suffered increased instances of heart attack, chemical dependency and psychological problems. Nevertheless, Hitler, seeing the results, was overjoyed and ordered special Shock troop units raised. O.K.H refused to use regular troops for these formations, instead using volunteers from penal battalions who were given the chance to redeem themselves with five actions in these 'Super Soldier' units. Some of the more fervent SS soldiers volunteered directly from the ranks. Irrespective of the source of personnel, these units proved highly effective when on the attack. The effects of the drug allowed the soldiers to wear heavy body armor without penalty and carry a light machinegun as a standard weapon! Owing to their greater effectiveness and the limited number of volunteers, a super soldier squad consisted of just five members. Yet by the close of 1943 many army groups counted super soldier units within their ranks.

Basic Combat groups

SUPER SOLDIER ZUG

3 x Super Soldier section
1 x Super Soldier HQ section

SUPER SOLDIER HQ

2 x Pz III (N) command

Kompanie Organization

KOMPANIE
Super Soldier HQ x 1
Super Soldier Zug x 3

Infantry Combat sections

SUPER SOLDIER SECTION	SUPER SOLDIER HQ SECTION
1 NCO w/MP43 + Hvy Armor + radio	1 Officer w/SMG
1 w/LMG + Hvy Armor	1 NCO w/SMG
1 w/LMG + Hvy Armor	1 w/Rifle + radio
1 w/LMG + Hvy Armor	Kuberwagon
1 w/Flamthrower + Hvy Armor	

Default Morale: 1 (Elite)

Rules: Supersoldier Abilities

Appearing late in 1943, Ubermenchen units proved formidable adversaries. Comprised solely of volunteers, these units contained a disproportionate number of Nazi faithful Arian purists, and were known for their 'zeal' in combat. Each capable of carrying a light machinegun and wearing heavy armor, these troops acted as elite shock troops possessing immense firepower.

*Each member of a supersoldier units is treated as having the 'Real Gun' Hero ability (see page 42 of the **Gear Krieg Wargaming Companion**) and ignore the penalties for wearing personal combat armor. The unit is considered to be constantly operating under the effects of combat drugs (see page 50 of the **Companion**), though without the need to check for drugs duration.*

Calculate the unit's infantry TV as normal, then multiply the cost by four.

Chapter three: Empire of Japan

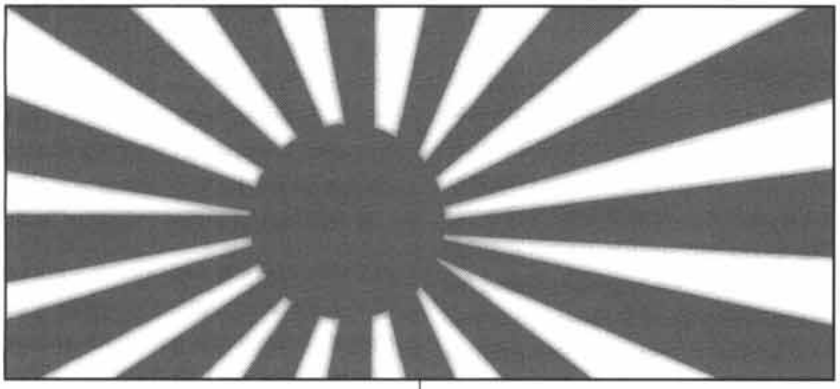
Five hundred years have passed since the days of the feudal noble warrior, but the *Bushido* martial tradition lives on in the heart of the Imperial Japanese Army. "Samurai spirit" neatly captures the essence of the Japanese forces: they see themselves as modern samurai, torchbearers of an ancient and proud tradition.

Fearless and fanatically loyal to their God-Emperor, Japanese soldiers sweep across half the world. From the frigid plains of Siberia to the steaming jungles of the Pacific, the Japanese take the fight to the Allies at the point of the bayonet. Cold, cunning, fanatically loyal and suicidally brave, the Japanese soldier gives no quarter and asks for none. The German soldier is respected, but the Japanese troops are feared and despised.

THE RISING SUN

Seeking to take their place in a world where nations ruled, the Japanese islands underwent a startling social revolution in the mid-1860s, replacing their traditional shogun and feudal system with a strong emperor and a martial constitution inspired by Prussia. They tried to emulate the latter with rapid industrialization and an invasion of the Asian mainland in 1894, though they would later lose their territorial gains due to Western political bullying (events that would plant the seeds of deep resentment against Western societies). Their naval success against the Russians in 1905 was a vision of the future. When the Great War started, Japan found itself on the Entente side with Great Britain, which allowed it to take over the Germans' Asian colonies at little cost at the conflict's end.

Japan emerged in the 1920s as a regional powerhouse, both industrially and militarily. When economic collapse and natural disasters struck, political upheaval results, allowing the armed forces to become the //de facto// puppetmasters of the weak civilian government. Ambitious and meddling, the Imperial Army constantly saw fit to dabble in the affairs of its Pacific neighbors, especially China, at that time wracked with civil unrest and chaos. In many cases, the Imperial Army's warlords dictated Imperial policy without approval from Tokyo; if some government official objected, it was easy to silence him, by the sword if need be.



JAPANESE IMPERIALISM

As nationalist views hardened in the 30's, Japan seized the Chinese province of Manchuria amid the chaos of civil war. Renaming it Manchukuo and installing Emperor Pu-yi, successor of the Manchu throne as puppet ruler, Japan now had a land base into central Asia. Over the next two years Japan would extract further concessions from China, using the civil war to seize more territory from the local bandit warlords.

In 1937, fearing that China was about to emerge united from years of chaos and resist Japanese expansion, the Imperial Army embarked on a full-scale invasion of northern and central China. Within two years, the Rising Sun was fluttering from the Sea of Japan all the way to Peking and northward to the borders of Mongolia and Soviet Russia.

With the fall of France in 1940, Japan began to force the hand of French colonial authorities in Indo-China. Complacent and unable to realistically resist, the Vichy French allowed widespread use of bases in Madagascar and Indo-China. Having become increasingly disturbed with Japanese actions the past few years, the United States had had enough and placed heavy sanctions on them. Fearing economic starvation and angered by American impudence, the stage was now set for Japan to act.

Arrogance and Superiority

The rise of Japan as a modern power led to the development of a certain sense of moral and social superiority among the people, especially the soldiers. Strengthened by their martial code — once intended to mold their conscript army with a strong esprit de corps — they began to see themselves as better than any other nations. This led a casual attitude toward mistreatment of "inferior" beings, such as their Chinese conquests. This was quickly extended to any non-Japanese. In fairness, part of this brutal worldview came as a reaction to Western attitudes, which saw the rising nation as an upstart (the German Kaiser once called them "the Yellow Peril").

This superior attitude would later come back to haunt them, however. Many officers constantly underestimated the enemy, seeing any non-Japanese as weak and spineless at best. This led to many defeats and additional casualties, both of which could have easily been avoided. Many times, troops rushed into suicidal charges rather than face shameful capture at the end of inferiors.

THE MANCHUKUO FRONT

The Japanese looked to the continent as a source of both natural resources and cheap manpower, both of which were sorely lacking on their small islands yet vital to a fast-growing modern nation. China in particular, with its divided, warlord-controlled countryside, was weak but rich. In 1931, the Kwantung Army, present on the continent since nearly the beginning of the century, moved without orders from Tokyo. They took Manchuria in 1931 and began slowly moving southwest. In the following years, they faced warlords, Nationalist forces under the command of Chiang Kai-shek (a warlord who planned to unify China) and communists, which had found a fertile ground in the minds of the poor country folks. Meanwhile, Manchuria, renamed Manchukuo, sprouted factories and other production plants to help feed both the Japanese war machine and society.

Originally, the Nationalists controlled the cities, while the Communists and warlords divided the countryside. By 1938, Japanese gains had pushed them all into the hills, where they would stay (minus frequent guerilla attacks) for the remainder of the conflict. The Japanese juggernaut moved on. Brutality against conquered populations was common.

In July of 1941, Japan demanded that all French bases and territories of southern Indochina be given to them. The Vichy government had no choice but to comply, providing the Army with new bases to launch their conquest drives. Alarmed by the rapid progress of the Empire, the Allies began freezing assets and imposed severe trade restrictions. The British and Dutch, in particular, were afraid for their colonial possessions and territories. Cut off from their supply of oil and foreign trade, the Japanese had two choices: back down or expand the conflict. Though the civilian government heavily favored the former, the war party dropped away all pretenses and took control. Japan would take what it needed by force, and woe to those who would oppose them.

SKIRMISHES WITH THE SOVIETS

As Japan was to enter into full-scale war against the Allies, it also began a series of cross-border skirmishes with the Soviet Union. Having had border entanglements with the Japanese since the late 30s, Stalin had several of his hardened Siberian divisions peppered along the border to protect his Siberian flanks from his pro-Axis neighbor. In late October 1941, Stalin's nightmare was compounded further as the Japanese became increasingly restless and their actions less predictable. There was much border activity but little sense could be made of its purpose.

Seizing control of the Soviet-controlled railway that snaked through northern Manchukuo, the Japanese moved forces right into the border town of Manchouli and forces amassed at Changkufen, the scene of an earlier incident in 1938. Little could be gauged of Japanese intent or even troop movements, but Stalin's agents in Tokyo informed him of no clear intent of the Japanese, other than they seemed mostly pre-occupied with forthcoming events in the Pacific.

With the war going horribly in the West, Stalin began to bleed away forces from the Manchukuo Front. By mid-November, Soviet garrisons were at their thinnest along the northern borders and forces in Mongolia were at a critical level. Sensing this, the Japanese gambled and began their concerted campaign to take Vladivostok and several small towns across the Amur River.

Stung by the initial ferocity and surprise of the Japanese attack, Soviet forces reeled, though the garrisons around Vladivostok stood their ground and kept the Japanese from seizing the much-prized port city. The Japanese further compounded the Soviet situation after bombing the local rail links a week into the invasion. Effectively isolated and ordered to stop the Japanese at all cost, local Soviet commanders began to reorganize and within a couple weeks Soviet resistance stiffened. Once again, the Soviet generals had cause to bitterly regret Stalin's rejection of military walkers for the Red Army. The new T-34 and KV-1 tanks totally outclassed their Japanese opposite numbers, but the Soviet

The Greater Asia Co-Prosperity Sphere

The conquest of the mainland had a greater purpose than just the acquisition of resources. The Japanese government was hoping to join all the countries and territories of Asia into a greater whole controlled from the Japanese islands. This would allow Eastern civilization to throw off the shackles of Western thoughts and influence and rise to prominence worldwide. Unfortunately, Japanese arrogance and smug sense of self-superiority made it difficult to convince anyone they would fare better under their rules, and the Imperial Army continued to face stiff opposition as it fought its way across the world.

commanders had nothing in their arsenal to oppose the Japanese walkers, who decimated the Russian armor with their Banzai Teppoyari charges.

By the end of December 1941, the struggle for Vladisvostok was gripped in a stalemate; the cold weather and lack of sufficient strength on the part of the Japanese precluded any chance of an immediate push into the city. Japanese gains in Mongolia and north of the Amur River were considerable, but weather and stretched supply lines began to rob the advance of steam. The coming of spring campaign season would surely determine the ultimate victor...

'DAY OF INFAMY'

In the pre-dawn gloom of December 7, 1941, an amassed force of fighters, rocket planes and torpedo bombers droned above the Japanese carrier fleet of Admiral Nagumo. Laden with bombs and torpedoes, two waves of planes set off for Pearl Harbor, safe-haven for the U.S. Pacific Fleet. The plan was simple: deal a killing blow to the Fleet nestled in the anchorage of Pearl Harbor. With the United States' carriers and battleships destroyed, Japanese naval domination of the Pacific would be assured.

At 7:40 AM, as the sleepy naval base slowly buzzed to life, the Japanese forces struck from the skies. Caught totally unawares, the base was thrown into total disarray as bombs rained on moored vessels and explosions thundered across the aircraft fields. The attack, lasting thirty long minutes, struck hard and fast at the ships in the anchorage and the outlying airbases. As soon as they had begun the Japanese slipped away, leaving behind a terrible wake of destruction and carnage. The second wave, arriving almost an hour later, had a harder time — American defenses were now up and on guard — but still had considerable success. Poor visibility and heavier anti-aircraft fire gave the second wave a harder go at it, but nonetheless more ships were damaged, furthering crippling the Pacific Fleet.

Having been given orders to attack secondary targets if the prized warships were unreachable, the Japanese planes buzzed about the airfields and supply depots scattered across the island. Almost unwittingly, Japanese dive-bombers attacked the precious fuel oil depots scattered close to the harbor. Lightly defended and extremely vulnerable, they proved easy and spectacular targets to Japanese bombers. Within minutes the depots were awash in flames, their explosions rumbling across the island. The fuel burned for days, covering the island in an inky twilight of black smoke.

As the last Japanese planes droned away and Pearl Harbor burned, the ultimate prize eluded the Imperial Navy. The carriers, hundreds of miles away, had escaped the carnage, effectively keeping the United States in the war. Nonetheless, the attack resulted in the destruction of, or severe damage, to eighteen ships. And with local naval fuel oil supplies severely depleted, the next few months were to be trying times for the U.S. Navy.

Shocked and infuriated by such an unwarranted sneak attack, President Roosevelt declared war on the Axis the very next day. The attack, whilst successful militarily, had not cowed the American people as the Japanese had expected. Instead, the infuriated Americans would accept nothing less than total victory. Its (theoretical) neutrality dissolved, the United States entered the war firmly on the side of the Free World.

THE PACIFIC BLITZKRIEG

With the gloves off, the Japanese High Command wasted no time in feasting on their erstwhile neighbors. As Pearl Harbor still burned, invading armies struck hard and fast across the Pacific, investing Guam and Malaya. Within days, Allied forces were reeling from the Japanese invaders streaming into Luzon. Fighting was fierce and unremitting in the Philippines as the cor-

nered American garrison fought desperately. By the end of December they were still alive and kicking, but their destruction was assured. Siam, Malaya and British Borneo also fell to the Japanese following swift air attacks and amphibious landings. In all cases, the unaware and under-strength defenders usually gave up with little or no struggle. The Pacific blitzkrieg was both stunning and unexpected.

The Japanese were soon conducting their war across a 6,000-mile front, sweeping the Allies back across land, air and sea. By the end of December, much of south-east Asia was under Imperial control; the last British presence in the area, the garrison of Hong Kong, fell to the Japanese on December 25th after a futile defense of the colony.

STORM IN THE EAST

By the end of 1941, the Japanese advance seemed irresistible. At the close of the year, their forces were engaged in Malaysia, the Philippines, China and Russia, and were poised to invade Burma, Dutch East India and the Solomon Islands. With their forces reeling and their navies in disarray, the Allies seemed unable to stem or even slow the Imperial advance across the Pacific. Victory, for the moment, was a Japanese monopoly. But the shock of impact was beginning to wear off, and the months ahead would ultimately decide the Pacific War.

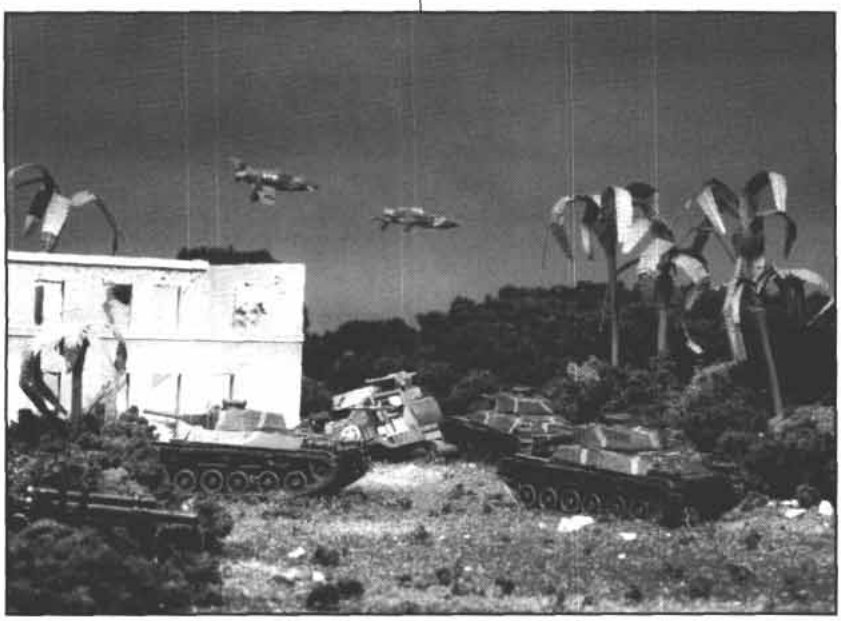
In Manchukuo, the status there was more even-handed. The initial shock of invasion sent Soviet forces into a tailspin, but inclement weather and harsh discipline on the part of the Soviet regional commanders slowed the Japanese advance. Though not as epic as the Nazi advance towards Moscow, the Manchukuo Front was proving to be a serious drain of terribly needed troops elsewhere.

The Japanese attack on Pearl Harbor slapped the United States into the War, turning the conflict into a truly global one. The seizure of Malaysia's rubber plantations and Indonesia's oil fields would cure the worst of Japan's material shortages, but in the long run she could not hope to match America's industrial output. Success would depend on inflicting unacceptable losses on American forces as they tried to retake the Pacific. But with the US forces inexperienced and understrength, and her wartime industrial potential unrealized, some wondered if it was still too late to resist Axis world domination.

Imperial Plans

Faced with war on multiple fronts, Japan's only hope was to establish solid boundaries behind which it could weather the inevitable American and Soviet counterattacks. Islands and border outposts are being turned into trap-laden fortresses from which raids and conquest groups are launched.

Now that they control much of Southeast Asia, Japanese forces are moving south toward Australia to open a new front and gain yet more resources. Shipments of lend-lease equipment is being sent by both the British and the United States, though little can be spared fro the fighting in Europe and North Africa.



IRRESISTIBLE TIDE

The Japanese armed forces had many strengths at the beginning of the conflict. Their large army, despite being made up largely of conscripted troops, had remarkably good discipline overall. Thanks to strong research and development efforts by the aircraft industry, there were good air force both in the Navy and Army, equipped with modern planes with excellent performances (see **Luft Krieg** for more). Likewise, the Navy's ship forces was impressive, being composed of a large number of carriers and other ships of the lines. Unfortunately, the Army's ground forces didn't receive the same level of attention. Their standard equipment was low-tech, and it wasn't until mid-war that the Japanese troops received improved combat vehicles and weapons. Imperial Japan relied on warrior spirit to do the job: throughout the conflict, though skill levels and training varied widely, discipline and morale were both constantly high.

Despite these advantages, however, the Imperial forces suffered from a number of shortcomings that would be a thorn in their side throughout the conflict. The Japanese industries were still being established, and though factories and assembly plants were erected as fast as possible in the conquered territories, it simply couldn't match the production rate of better established nations (such as the United States, whose industrial plants were far outside strike range for most of the war). Compounding the supply problems, the resources were stretched across a wide front, making logistics difficult.

MEN OF WAR

Japanese tactics relied primarily on their foot soldiers. Though they were backed by both mechanized and superscience units, it was the men of the Imperial Army who took the brunt of the fighting in most of the Imperial conquests. They were glorified in propaganda as the backbone of the Empire and the mighty arm that struck down the enemy of Japan (whereas most other nations preferred to emphasize national pride or technical prowess).

The Japanese soldier was imbued with the spirit of Bushido (the Way of the Warrior). Once a member of the Imperial Armed Forces, it was understood that the individual's life was at the disposal of the Emperor. No greater honor existed than dying in His service. A certain amount of inter-service rivalry hampered close cooperation between Army and Navy units early in the war, which could have unfortunate results in the field had it not been dealt with eventually.

Traditions remained strong. For example, though they had access to a wide variety of ranged weapons, the Japanese did not forsake the blade. Bayonets and other close-combat devices on troopers' rifles were universal, and melee combat was a critical part of a soldier's basic training. Bayonets could even be found attached to support machineguns, and at least one combat walker design was equipped with a large sword-like cutting blade. Officers carried sabers and katanas, on and off the field, and many were experts in their use. Swordsmanship was a respected skill, even though it rarely came into play on the field of battle.

COMBINED ARMS

Japanese commanders rarely deployed tanks, walkers and other armored vehicles on their own. Whenever possible, they would attach them to an infantry formation of similar or smaller size that would exploit the gaps created by the vehicles and protect them against enemy troops. The infantry was warned not to stop if the vehicles were destroyed but to continue to advance. The armored units' main tasks were the breaching of enemy fortifications and the destruction of support guns and large enemy formations. Imperial doctrine considered that tanks were best used against enemy infantry, and not directly against enemy vehicles (such tasks would be reserved to tank hunters, one squad per enemy tank). Often, tanks were brought up with secrecy to assault positions. Occasionally, they were sent in to block the enemy's retreat while the infantry and artillery hammered at them.

Enemy vehicles were to be taken care of by specially-trained personnel called anti-tank squads or tank fighters. They used magnetic mines, attached either manually or through the use of ropes to draw the mine in the path of the vehicle. Wooden poles and metal spikes were driven in wheels and tracks to wreck the drive train. More daring squads would attack enemy tanks in melee and destroy guns and accessories with hammers, while dropping smoke and frag grenades into vision slits and any openings they could find. Needless to say, these units tended to suffer horrible casualties in most open environments.

Artillery was deployed in the field with other units. The Japanese favored light and medium guns that could be easily towed or carried across a wide variety of terrain, including the more rugged areas of China and the rest of the Impe-

rial conquests. Artillery guns were often replaced by mortars in the order of battle, since the latter could be more easily carried by infantry. A squad of three field mortars was often attached to a few infantry squads to form a combat platoon; though communications (and thus accuracy) tended to be poor, the mortars were useful to hold the enemy in place while the riflemen advanced and engaged them in battle.

TACTICS AND FIELD OPERATIONS

Japanese tactics were usually straightforward: whenever possible, they attempted to close with and destroy the enemy at close range, using the superior discipline of their troops to hold them together under fire until they could bring their weapons into play. While they used sweeping movements and flanking attacks like all other armies, the center of their forces would generally press the attack rather than serve as a simple anvil.

Most operations depended on the light infantry, which was mostly composed of riflemen. They were trained for endurance and carried only minimal equipment and supplies, allowing them to make extended maneuvers around enemy deployments.

Japanese believed in aggressive defenses, and at the beginning of the war almost always carried the fight to the enemy rather than wait for them to reach the objective. Later on, after taking heavy casualties, they began to use complex prepared positions and traps intended to lure the enemy in and pin it in place to be destroyed. Entire islands in the Pacific were turned into mazes of trenches and hull down positions, each covering the blind spot of another one. Anti-tank cannons were carefully sighted and hidden in forward positions to break up any assault. If time permitted, anti-tank obstacles and ditches were dug all around the perimeter, and pressure sensitive mines covered suspected paths. Thanks to the stoic warrior spirit of the Imperial warriors, the fortifications were resilient to artillery and often had to be cleared one by one in close range fighting, with horrid casualties on both sides.

Withdrawal was considered justified only when executed as an order from High Command, and such orders were rarely given. It was shameful to retreat in the face of the enemy, even if the latter was superior. Combat called for victory or death. As a result, many officers tried to perform more honorable "strategic redeployments" before engaging in battle, which did not bring any loss of honor.

Harsh Life

Japanese society was generally austere and hard, every citizen expected to work as much as he could for the Emperor and the good of all. Food and lodging were simple and frugal, often simple meals of rice and fish under canvas or paper roofs. This austerity extended to the armed forces, where conditions were no better. Soldiers were conscripted and brutally trained, sometimes undergoing beatings and menial service — if not worse. Equipment was minimal: cloth caps were worn, rarely helmets, and comfort items (rain gear, cooking equipment) was almost never distributed. The troopers were expected to stoically bear their lot for the greater good of the Japanese Empire.

Many reacted to this by becoming brutal themselves, taking their frustration out on subordinates and conquered population alike. Others chose more pacific ways, using music, poetry and art to vent their stress. Sometimes, vehicles were adorned with the product of such efforts — poetry verses on their side in delicate kanji, or cloth banners covered with elegant calligraphy.

THE IMPERIAL ARMY

At the outbreak of the war in 1939, Japan could field more than fifty divisions, of which twenty-seven were stationed in China, thirteen along the Manchurian frontier, and the remainder in the home islands and its possessions in the Pacific. The Commander in Chief of the all Japanese armed forces was the Emperor. The Supreme Military Council and the Board of Marshals and Admirals provided wise advice (though in practice, they ran the show, with the Emperor as a figurehead). Numerous Aides-de-Camp assisted. In the line down from the Emperor was Imperial HQ, which included the following organizations: Chief of Army General Staff, Ministry of War, Inspector General of Military Training, Inspector General of Army Aviation, Chief of Navy General Staff and the Ministry of Navy. All these organizations were equal on the organization charts, though in practice there was much jockeying for position.

Cooperation between the two branches of Japan's armed forces, the Army and the Navy, was always problematic at best. Adding to the problems of inter-service rivalry was the conflict between the Kodo (Imperial Way) and Tosei (Control) factions within the Imperial Japanese Army. The deployment of war walker and other inventions needed to fight the conflict accentuated the material drain on resource-poor Japan, which began looking elsewhere for materials to feed its ravenous armies. Starting with the high command, the huge requirements of modern-day superscience tore the Imperial Army's generals from their fixation on the Chinese territories and brought them in closer with the Navy, which they needed to gain access to the rest of the Pacific territories. Eventually, the two services had no choice but to cooperate, which helped them both in the long run.

Japanese Military Terminology

Like other armies, the Imperial forces had their own set of ranks and administrative structures. The table below lists the various Army rank; the Navy had its own system for seamen and aviators.

UNIT	TRANSLATION	UNIT	TRANSLATION
Shidai	Division	Rentai	Regiment
Ryodan	Brigade	Daitai	Battalion
RANK	TRANSLATION	RANK	TRANSLATION
Nitto-Hei	2nd Private	Chui	1st Lt.
Itto-Hei	1st Private	Taii	Captain
Joto-Hei	Superior Private	Shosa	Major
Heicho	Lead Private	Chusa	Lt. Colonel
Gosho	Corporal	Taisa	Colonel
Gunso	Sergeant	Shosho	Major General
Socho	Sergeant Major	Chujo	Lt. General
Juni	Warrant Officer	Taisho	General
Shoi	2nd Lt.		

Armies

The Army is the largest administrative unit of the Imperial Japanese Army, typically made up of two to five divisions plus attached artillery, armor and anti-aircraft support. The Army was organized into Groups, Areas, Armies, and forces with special missions which initially did not come under the command of any force. Japan did not use the term Army Corps; a Japanese Army was the equivalent of an American or British Corps and had between 50,000 and 150,000 men assigned. For example, the Japanese 18th Army located in the Southwest Pacific in April 1943 had 130,000 men assigned.

Division HQ were commanded by a lieutenant general and were split into two sections, Administration Staff and General Staff. 300 Officers and enlisted men assigned. Infantry divisions were commanded by a major general. In strengthened divisions, tankette companies were assigned for recon and transport. Armored divisions included three or four tank regiments and one recon regiment, with their own anti-tank and AA support included.

Tank regiment had between 800 and 850 men assigned, plus around a hundred light and medium tanks or combat walkers. The regimental anti-tank company's total strength was around a hundred officers and enlisted men, divided into administration, observation, two firing platoons and one ammunition platoon. A common variant had the anti-tank company merged with the infantry gun company. There were numerous other specialized types of regiments, such as cavalry, recon, etc. All were commanded by a colonel.

INFANTRY AND ARTILLERY

The bulk of the Imperial Army consisted of infantry. They were both the backbone of the army and its greatest asset. Thanks to extended (and somewhat brutal) training, coupled with a cultural ingrained loyalty to their superiors, the Japanese soldiers were disciplined and motivated, often to the point of death. The long campaign in China in the years immediately preceding the war gave much experience to both officers and veteran troopers, who use it well in the Pacific fighting zone.

Infantry formations were considered necessary by the Japanese high command to break consolidated enemy positions and reduce stubborn pockets of resistance. Unlike other modern armies, these units relied heavily on endurance training to move on foot to and from battle, often carrying their support equipment with them. Each platoon was well equipped with heavy weapons, such as field mortars and machineguns, to support their headlong charges.

The infantry group did suffer from certain weaknesses as well, however. Thanks to the superiority complex brought about by the martial world view of the Empire, officers and enlisted men alike had a nasty tendency to underestimate their opponents, sometimes leading to disastrous mistakes and horrendous casualty levels. There was also a lack of initiative among mid-level officers, who feared displeasing their superiors in the rigid hierarchy of the armed forces. These shortcomings were compounded by the technological gap suffered by the army, whose artillery and anti-tank guns were outdated and inefficient.

FIELD ROLE

Infantry were the mainstay of the army and were an integral part of almost all operations. Infantry units established the front lines and held them against any attacks. Spurred on by their duty to the Emperor, they were to hold the line at any cost, no matter the casualties. Infantry marched forward, conquered and held the ground won.

They were to advance at best possible speed to press the advantage. Often, the infantry were tasked with effecting the initial breakthrough, supported by both armored units and artillery. If the terrain was unfavorable to armor operations, such as rivers, forests or built-up areas, combat walkers were deployed instead, freely mixing with the troops and advancing like giant infantrymen.

The infantry TO&E only provided for limited tank support. What the infantry did have in abundance was close-range artillery support in the form of light field mortars.

Army Rule: Slaying the Dragon

Experience in China gave the Japanese army a core of battle-proven veterans. The lessons learned in China were both a blessing and a curse, for their easy victories gave Japanese commanders and inflated sense of their own prowess. Japan's involvement in China also lead to American sanctions, and thus contributed to Japan's decision to go to war. Any Japanese infantry squad can be bought as Veteran Quality or Morale (or both), as long as the Threat Value is paid.

Infantry Rule: For the Emperor!

Japanese tactics stressed the value of offensive action, with often disastrous consequences in the face of American firepower. Japanese infantry was known for its ability to perform furious "Banzai charges" ignoring horrific casualties in order to get to grips with the enemy.

A Japanese squad wishing to initiate a Banzai charge must first pass a normal Morale test. If it fails, the unit may still move normally. If it passes, it still acts normally with the following exceptions: the number of casualties that must be inflicted on the squad to cause a Morale test rises from 2 to 6. Banzai charging infantry must move directly toward the nearest unit of enemy infantry.

INFANTRY

The organization presented here represents a typical Japanese infantry battalion. A rifle company was divided into a small company HQ and three platoons of riflemen, complemented by one support weapon platoon (in this case a battery of heavy machineguns). Each platoon had a command squad of its own and three squads of 8-15 men, averaging on ten. There were many variations on this structure, but this is intended as a sample of a more "average" combat formation.

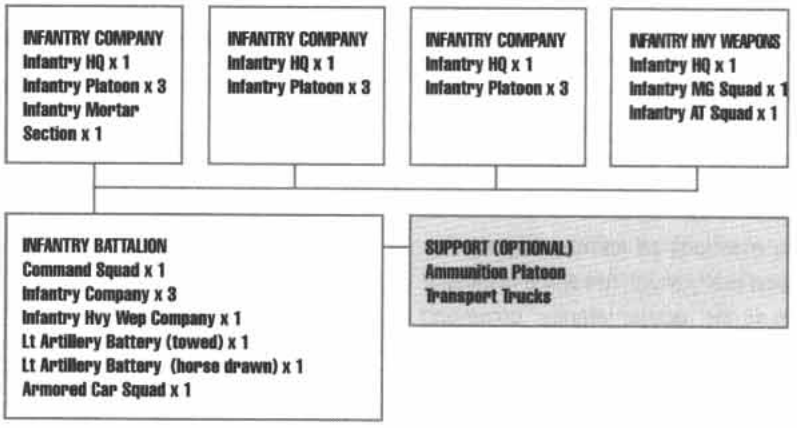
Great efforts had been taken to provide infantry formations with automatic support weapons to support the head-on attack of the squads. As noted above, the Japanese organized their heavier machinegun units into separate platoons, though in practice these units never acted independently of the rest. The platoon was made of a command group flanked by either MMG or HMG squads.

By 1943, the character of the infantry forces had changed somewhat. Many of the veterans had been killed, causing an overall decrease in the quality and abilities of the infantry as a whole, though their morale and dedication remained as strong as ever.

Basic Combat Groups

Rifle Platoon	Heavy Weapon Platoon
Command Squad x 1	Command Squad x 1
Rifle Squads x 3	Rifle Squads x 3
	Mortar Section x 1

Infantry Battalion Organization



Infantry Squads

INFANTRY SQUAD	COMMAND SQUAD	H. WEAP. SQUAD
1 NCO w/rifle	1 Platoon Commander w/rifle	1 NCO w/rifle
10 w/Rifle	1 Liaison NCO	7 w/Rifle
1 w/LMG		1 w/MMG*
1 assistant w/rifle		1 assistant w/rifle
1 assistant w/rifle		1 assistant w/rifle

*Option: Replace MMG with AT Rifle (Type 97 20mm AT rifle) or HMG

MORTAR SECTION
3 w/Light Mortar
6 assistant w/rifle

Default Morale: 2 (Veteran)

Rules: Tank Fighters

Enemy vehicles were taken care of by specially-trained personnel called anti-tank squads or tank fighters. They used magnetic mines and other implements to wreck enemy tanks. The tank fighter teams can use all the explosive types on page 52 of the ***Gear Krieg Wargaming Companion****; they can also use Combat Drugs. They are considered to have the 'Unpinnable' Heroic Ability (page 42 of the* ***Companion****); this double the squad's TV.*

MECHANIZED INFANTRY

By the early days of the global conflict, the value of mechanization became appreciated by a Japanese Army stretched over an immense front. After a run in with the Soviet Union in what became known as the Manchurian Incident, Japan greatly improved their armor and its employment. Though inferior in equipment and training to most western powers, mechanized units operating in China were employed with success. Armor units acquired considerable battlefield experience in skirmish actions and were not taken lightly.

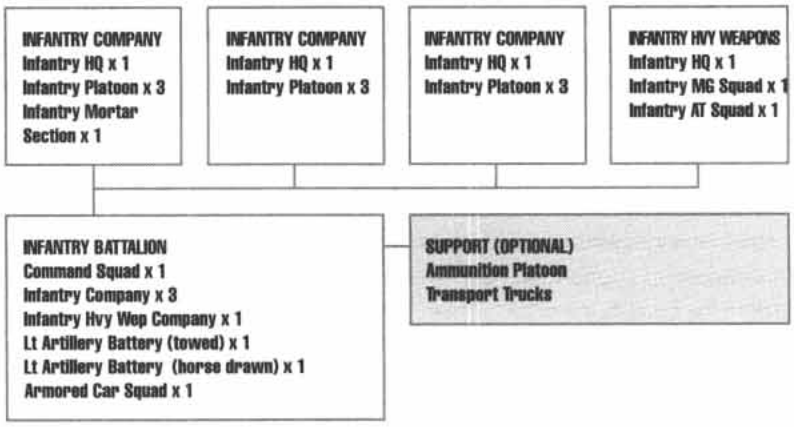
The mechanized infantry platoon followed pretty much the same organization as the regular infantry: command HQ, flanked by rifle and weapon squads. They were trained in pursuit and exploitation tactics, which often called for envelopment using night marches, assembly in darkness, and dawn attacks. Mechanized units avoided going in the defensive, as it nullified the unit's mobility. The early war units had unarmored transports to ferry them to the front, generally simple trucks. By the middle of the war, new vehicle designs lead to the creation of the first IFVs — Infantry Fighting Vehicles. These were infantry carriers with enough armor and firepower to stick it out on the battlefield, often simple hull variants of existing tank designs.

One variant was the Infantry Artillery Company; assigned one per battalion, these companies had two platoons of light anti-tank guns and two of the man-portable "mountain gun" artillery pieces.

Basic Combat Groups

Rifle Platoon	Heavy Weapon Platoon
Command Squad x 1	Command Squad x 1
Rifle Squads x 3	Rifle Squads x 3
	Mortar Section x 1

Infantry Battalion Organization



Infantry Squads

INFANTRY SQUAD	COMMAND SQUAD	H. WEAP. SQUAD
1 NCO w/rifle	1 Platoon Commander w/rifle	1 NCO w/rifle
10 w/Rifle	1 Liaison NCO	7 w/Rifle
1 w/LMG		1 w/MMG*
1 assistant w/rifle		1 assistant w/rifle
1 assistant w/rifle		1 assistant w/rifle

*Option: Replace MMG with AT Rifle (Type 97 20mm AT rifle) or HMG

MORTAR SECTION
3 w/Light Mortar
6 assistant w/rifle

Default Morale: 2 (Veteran)

Rule: Infantry Fighting Vehicles

Any of the Japanese tank design can be converted into an IFV by removing the main gun, keeping only the machineguns (if any). This is replaced by a passenger seating capacity equal to the Size of the vehicle. Crew is reduced to one driver and one gunner per MG. When aboard, the infantrymen can fire their weapons if the vehicle remains stationary. The tank's TV cost remains the same.

COMBAT ENGINEERS

The Japanese made extensive use of combat engineering personnel, especially starting from 1942 and onward as the action became more defensive in the Pacific. Engineer squads were charged with both construction and demolition tasks, building bridges, laying and clearing minefields and erecting complex fortifications. They were trained to carry out these engineering tasks even while under enemy fire if need be. Dedicated and skilled soldiers, these units were seasoned formations and did not shy away from combat, sometimes even leading assaults against strongly-held enemy positions.

Unlike their German equivalents, they were not equipped with body armor. The Japanese, however, issued them any new infantry weapons they could develop — particularly anti-tank weapons — making them formidable opponents.

Combat engineer companies were attached to existing battalions. They transported their specialized equipment on foot or in horse-drawn carts, though the best ones rode into battle in trucks, armored vehicles and combat walkers.

Rules: Engineers

Engineering squads may receive additional training: they cost one and a half times the cost of an equivalent infantry unit. See ***Gear Krieg Wargaming Companion****, page 36.*

The combat engineer teams have access to the following equipment. They do not automatically have to carry all of it; rather, the needs of the mission will dictate the equipment used. See page 49 of the ***Gear Krieg Wargaming Companion****: Explosives, Mine Detectors.*

Basic Combat Groups

Combat Engineer Platoon	Combat Engineer Platoon (mech)
3 x Engineer Squad	3 x Engineer Squad
1 x Engineer Command	1 x Engineer Command
	5 x Truck

Combat Engineer Platoon Organization

ENGINEER COMPANY
Engineer HQ x 1
Combat Engineer Platoon x 3

Infantry Combat sections

ENGINEER SECTION (TILL 1943)*	ENGINEER COMMAND (TILL 1943)
1 NCO w/SMG	1 Officer w/Rifle
1 w/LMG	2 x NCO w/Rifle + Satchel Charge
1 Assistant w/Rifle	1 w/LMG
1 w/Flamethrower	1 Assistant w/Rifle
3 x w/SMG + Satchel Charge	1 w/Rifle + Radio
1 w/SMG + Satchel Charge	
1 w/Rifle + Limpet Mine	
1 w/SMG + Mine detector	
1 w/Assistant w/Rifle	
3 x w/Rifle	

ENGINEER SECTION (1943)*	ENGINEER COMMAND (1943)
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 Liaison NCO w/SMG + Satchel Charge
1 Assistant w/Rifle	1 w/LMG
1 w/Flamethrower	1 Assistant w/Rifle
1 w/Rifle + Satchel Charge	1 w/Rifle + Radio
1 w/Rifle + Satchel Charge	
1 w/Rifle + Limpet Mine	
1 w/Rifle + Limpet Mine	
1 w/Rifle + Pzfaust	
1 w/Rifle + Pzfaust	
1 w/Rifle + Pzfaust	

* Mechanized sections remove Flamethrower and three men with Rifles.

Default Morale: 2 (Veteran)

KOUMAJUTSU TROOPS

Unit 100, originally created to research general biological warfare, was converted over to exclusive study and perfection of the zombie process. Chinese prisoners were first infected with the biological agents in what the Japanese termed the *koumajutsu*, or demon invocation process. The drugs converted the victim into a cruel reflection of their former self. They became gnarled, aggressive and mentally stunted. There was no known cure for the biological agents used. Eventually, over the course of a few months, zombies would be consumed from within and die.

The Japanese would use their new discovery to horrifying effect. They used the process on thousands of Chinese and other mainland Asian peoples to create zombie fighting units. As hostilities with the Allies intensified, the Japanese started to use Allied POWs for zombie production as well. The effect was highly demoralizing, as Allied soldiers on patrol would be attacked out of the blue by mindless behemoths clad in the Allies' own uniforms! The 'zombie' troops were relentless killers, destroying any living thing in their path. They could only be stopped by being killed; no amount of reasoning could deter their approach or return their minds. These walking atrocities proved challenging to neutralize, although their overall effectiveness remained questionable (rumors persisted that zombies were almost as dangerous to their own troops as they were to the Allies).

Zombies were also used extensively in the invasion of Australia, providing helpful first wave 'human' walls to take fire and protect the Japanese forces landing behind them.

Basic Combat Groups

Koumajutsu Platoon

3 x Koumajutsu Squad
1 x Koumajutsu Command Squad

Koumajutsu Company Organization

KOUMAJUTSU COMPANY
Koumajutsu HQ x 1
Koumajutsu Platoon x 3

Infantry Combat sections

KOUMAJUTSU SQUAD*	KOUMAJUTSU COMMAND	KOUMAJUTSU HQ
1 Koumajutsu	1 NCO w/SMG	1 Officer w/SMG
1 Koumajutsu	1 w/Rifle + Control Equipment	1 NCO w/SMG
1 Koumajutsu	1 assistant w/Rifle	1 w/Flamethrower
1 Koumajutsu	1 w/Rifle + Control Equipment	1 w/LMG
1 Koumajutsu	1 assistant w/Rifle	1 assistant w/Rifle
1 Koumajutsu	1 w/LMG	1 w/Rifle + Radio
1 Koumajutsu	1 assistant w/Rifle	
1 Koumajutsu	1 w/LMG	
1 Koumajutsu	1 assistant w/Rifle	
1 Koumajutsu	1 w/Rifle + Radio	

* up to two Koumajutsu may be equipped with demolition pack

Default Morale: **3 (Qualified) Human troops only**

Rules: Koumajutsu 'Zombie' Troops

Zombies have Stamina 5, Skill level 1; they have Fanatic Morale and are never Pinned. They are unable to use any kind of firearm or ranged attack, much less drive a vehicle. They use their hands and melee implements (Acc -1, DMx1, Melee only) instead. Zombies have only one Movement Point and use the Walker terrain costs. They have to pay the full MP cost of each MU moved, paying them over several turns if need be (they are quite slow). They cost ten TV points apiece.

Zombie tactics are simple. Once driven away from their release point (by cattle prods or bayonets), they move in a straight line until they detect any unit, which they immediately attack. A unit attacked by zombies must pass a Morale test or retreat at least one MU, as per the Flame Weapons rule (see ***Gear Krieg****, p. 71). The unit cannot surrender to the zombies and are removed from the battlefield if forced to do so (they are torn apart). When attacked by zombies for the first time, units must pass a Morale Check as per the Panic rules (****Gear Krieg****, p. 71), unless the unit is Elite or Legendary.*

SPECIAL FORCES

The Japanese shunned small unit actions, largely because the self-reliance and individuality required by commando troopers, which went against the "whole before the self" training philosophy in use at the time. One type of units, however, was formed especially for this task. Though officially known as "betsudotai," they are better known using their legendary name: the ninjas. Small and highly mobile units, the *betsudotai* move unseen in and out of enemy lines with ease, targeting key elements such as artillery batteries and supply dumps.

The Modern Age ninja was a highly trained commando, essentially a fast-moving elite infantryman. They carried no heavy weapons, which would simply impede them in their movement. Some were equipped with sniper rifles which they used to pick out important targets such as officers. These men were usually trained to operate slightly apart from the others, essentially providing support fire while the rest of the platoon closed in on their quarry.

The *betsudotai* had access to a number of rare superscience items. The Japanese sometimes used performance-enhancing drugs known as *Strength of Virtuous Spirit*. These resulted in an increase in stamina and aggressiveness at the cost of increased fatigue and damage to the user. The ninjas also had access to low-light sensor goggles (developed in partnership with German scientists) and various explosive packs.

Basic Combat Groups

BETSUDOTAI PLATOON

3 x Betsudotai Squad
1 x Betsudotai Command

Betsudotai Company Organization

BETSUDOTAI COMPANY
Betsudotai Command x 1
Betsudotai Platoon x 2

Infantry Combat sections

BETSUDOTAI SQUAD*	BETSUDOTAI COMMAND*
1 NCO w/SMG + Pzfaust	1 Officer w/SMG
1 w/sniper rifle	1 NCO w/SMG + Satchel Charge
1 Assistant w/SMG	1 w/SMG + Satchel Charge
1 w/sniper rifle	1 w/SMG + Pzfaust
1 Assistant w/SMG	1 Assistant w/Rifle
1 w/SMG + Satchel Charge	1 w/SMG + Pzfaust
1 w/SMG + Limpet Mine	1 Assistant w/Rifle
1 w/SMG + Limpet Mine	
1 w/SMG + Satchel Charge	
1 w/SMG	

**Betsudotai* sections can replace any weapons and equipment for any period small arm. Rifles may use Sights (see Wargaming Companion).

Note that up to three infantry teams can be included in a betsudotai raiding force.

Default Morale: N/A (Fanatical)

Rule: Equipment

*The Betsudotai special ops teams have access to the following equipment: Combat Drugs, Explosives, Light Amplification Sights (see page 49 of the **Gear Krieg Wargaming Companion**). They have access to all the basic infantry weapon types, but may not carry heavy weapons. They can use the Sniper rules on page 54 of the **Companion** if they pay the TV cost.*

Rule: Snakes in the Grass

Japanese soldiers were acknowledged masters of infiltration and camouflage in the jungle. In addition, most attacks took place at night, or in rain or mist, for maximum concealment. Ninja units add +1 to their Concealment value at night and when in terrain that provides Obscurement. They do not receive this benefit on open ground with no cover. This ability multiplies the Threat Value of infantry by 2.

IMPERIAL MARINES

The Japanese armed forces did not have a separate Marine corps at first. Such a task was normally reserved for the crew of a warship, to the detriment of the latter. Trained sailors proved too precious to waste on frontal assaults, so an alternate solution was looked for in the aftermath of the first world war. In the late 1920s, the Imperial Japanese Navy began to form permanent Naval Landing Forces at its four main naval bases (Maizuru, Kure, Sasebo and Yokosuka), designating them as Special Naval Landing Forces (SNLF), or *Rikusentai*.

This term was originally used to identify a group of sailors detached from a warship for a temporary mission. If they were deployed for any significant amount of time, they would take on the name of the ship for identification. For example, the *Kashima Rikusentai* was a group of marines detached from the cruiser *Kashima* (in this case, to occupy small bases in New Guinea for a short period). The tables of organizations and field strengths of the various SNLF were not uniform; the average size was around 1500 men. Despite this, the Japanese Navy used the echelon symbol applied to regiment sized units to identify its SNLFs.

These Imperial Marines, as they were called in the rest of the world, were dedicated troops trained for beach landing operations and assaults. In addition to fast deployment tactics, they were trained in the use of diving equipment and could wade ashore from boats located well off the coast.

Basic Combat Groups

MARINE PLATOON	MARINE PLATOON HQ
Marine Command x 1	Marine HQ x 1
Marine Squad x 3	Marine Squad x 2

Company Organization

MARINE COMPANY
Marine HQ x 1
Marine Platoon x 3

Infantry Combat sections

MARINE SQUAD	MARINE COMMAND SQUAD
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG
1 Assistant w/Rifle	1 w/LMG
1 w/SMG	1 Assistant w/Rifle
1 w/SMG	1 w/SMG
1 w/SMG	1 w/Rifle + Radio
1 w/Rifle	
1 w/Rifle	MARINE HQ
1 w/Rifle	1 Officer w/SMG
1 w/Rifle	1 Liaison NCO w/SMG

Default Morale: 2 (Veteran)

Special Rules: Diving Equipment

Imperial Marines have access to diving equipment. It consists of a skintight suit of rubber material equipped with a transparent faceplate. A tank of air provides for up to one hour of oxygen. The suit offers some thermal insulation, but neither it nor the faceplate provides any significant physical protection. Infantry may move underwater at one MU per turn. Diving equipment doubles the cost of the infantry squad that is equipped with it; this includes the modifications required to protect the squad's weapons against the effects of water, allowing them to fire as the troopers emerge.

ONI TROOPS

Though Unit 100 was primarily concerned with the zombie process, some of their side experiments were also deployed on the field of battle. Some of the early *koumajutsu* biological agents, when combined with just the right amount of combat drugs, turned any individual into a grotesque figure covered with muscles and thick, scaly flesh. The viciousness of the process usually destroyed the mind of the victim, leaving behind a dim-witted brute that was concerned primarily with violence and food acquisition, often in that order.

A lot of trial and errors experiments took place. By 1942, the Unit 100 scientists were able to create monstrous troops *en masse*, though the production rate remained low (most of the "raw stock" died in agony, unable to cope with the changes wrought in their bodies). The chemical and surgical procedure boosted the strength, endurance and reaction time of the human victim, if only for a limited amount of time. The *Oni* ("demons") creatures fared remarkably well in the field, but the extreme stress of their accelerated metabolism caused complete collapse and burnout after only a few hours of battlefield action. Trying to respond to the demand, Unit 100 used penal battalions and prisoners to generate more monsters, though some fanatical Japanese soldiers volunteered.

The thick, calloused skin of the creature had the same effect as heavy body armor, and their massive hands and wide combat blades, while short ranged, were as deadly as weapon fire. Owing to their greater effectiveness and agressivity, an Oni squad consisted of between three and eight members, with five as the average.

Basic Combat Groups

ONI TROOPER PLATOON

3 x Oni Trooper Squad
1 x Oni Command Squad

ONI TROOPER HQ

2 x Type 95 Tanks

Company Organization

COMPANY
Oni Trooper HQ x 1
Oni Trooper Platoon x 3

Infantry Combat sections

ONI TROOPER SECTION*	ONI COMMAND SECTION
1 Oni w/'Hvy Armor'	1 Officer w/SMG
1 Oni w/'Hvy Armor'	1 NCO w/SMG
1 Oni w/'Hvy Armor'	1 w/Rifle + radio
	1 w/Flamethrower
*Can have up to five more Oni	1 w/Flamethrower

Default Morale: 1 (Elite)

Special Rules: Oni Troops

Oni troops can use either one additional Action or Movement Point per round, at a penalty to their Skill of -1 (this must be announced at the beginning of the round). An Oni unit that fails a Morale test attack the nearest unit, regardless of nationality, and continues attacking until one side is destroyed.

Oni ignore the movement penalty for wearing armor (because it's not really armor, but thick skin). In addition, the Oni can take massive amounts of damage and keep on. They can take twice (x2) the normal amount of damage for their Quality level. When a trooper takes more damage than should be possible for his Quality level, the unit that made the attack has to make an immediate Morale test.

*Oni do not use ranged weapons, preferring brutal close combat instead. Their fists, claws and melee implements have the following stats: Acc 0, DMx6, Melee only. Otherwise, Oni troops are created like standard infantrymen (page 64, **Gear Krieg**), though weaponless. Once the basic costs are calculated, the Oni treatment multiply an infantry unit's Threat Value by 4.*

ARMOR

Armor was the Achilles heel of the Japanese armed forces. Japan's Asian conquests, with the exception of China, were mostly jungle countries which did not favor the use of large mechanized formations. The Imperial high command felt that there was thus no need to develop a large armored force or heavy tanks, which would also save steel and other important strategic materials that were needed for the planes and warships. Armored warfare tactics were generally under developed as a result. Tanks were rarely allowed independent action and were largely tied to infantry units, where they were used as mobile pillboxes. Japan had at its disposal a wide variety of equipment, though most of it was based on a few common hulls.

Due to the low emphasis placed on armored forces, the early Imperial tank designs suffered from a number of design shortcomings, including light armament, poor armor, and lack of mobility. Many units were equipped only with outdated tanks (see sidebar), though these rarely saw combat against worthy opponents. Only late in the war did Japanese tanks begin to draw to a technology level comparable with their Russian and American opponents.

Nevertheless, Japanese tankers acquitted themselves well in combat. Despite the cramped fighting compartments of their small vehicles and the shortcomings of their vehicles, they had the same strength of spirit as their infantry brethren and often pressed the attack even in the face of unbeatable opposition. They were about the only group which regularly used ramming as a battlefield tactic.

Imperial Armor Development

Japan showed an interest in armored units after the end of the First World War. The army purchased a variety of models for evaluation: the British Heavy Mk V, Medium A, and the very popular FT-17. The latter formed the core of the army's first tank group under the name Ko-Gata Sensha/ (Sensha means battlewagon). In the late 1920s, High Command added French-built Renault NC-1 to the inventory under the name Otsu-Gata. Both FT-17 and NC-1 were still in active Japanese service by the start of the Second World War, their ranks bolstered by spoils from the conquest of the French holdings in South East Asia. They were rarely seen on the battlefield, however, and served mostly as garrison vehicles, leaving front line combat to more modern designs and the new combat walkers.

The first home grown Japanese tank was first produced in 1922. It was a multi-turreted anti-personnel vehicle design that weighed in at 22 tons. A few years later, the Army purchased several Vickers 6-ton tanks and Carden-Loyd tankettes from the British for their cavalry and light armor units. These were studied extensively and formed the basis of much of the latter local tank developments, especially the small and nimble Japanese tankettes.

The Japanese designers did not rely solely on external designs to create their own vehicles; several mechanical developments were made by Japanese engineers. For example, a Major Tomio Hara designed a bellcrank scissors suspension. It paired the bogie wheels and connected them to a coil spring mounted horizontally outside the hull. This device was used extensively on Imperial tank models (the Type 89 medium tank is a perfect example).

ARMOR

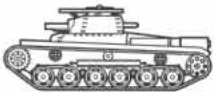
The armored units of the Japanese Army, unlike those of other nations, are rarely used in an anti-vehicle or assault role. They are infantry support vehicles, and are deployed as such; tank-hunting is left to specialized squads. Though they were grouped in their own armored companies and divisions on paper, field commanders often attached individual platoons to a group of infantrymen for local actions.

Originally, the medium tank company was supposed to be equipped with heavy tanks, but in practice they were usually outfitted with Type 97s. It was only far later in the war, when faced with the possible invasion of the home islands, that Japan developed heavy and superheavy designs to defend its cities. Most of the technology came from captured Russian supertanks and designs provided at great costs by the Germans.

The cutting edge of the IJA's sword and the saving grace of Japanese armored formations were the combat walkers. They were fast and equipped with a powerful (if limited) punch in the form of the teppoyari anti-tank lance, and they carried twin machineguns to deal with enemy infantry. Most designs lacked any long-range anti-armor weapons, however, a weakness that would haunt them throughout the conflict. Most walkers are organized as part of an Infantry group, Walker Company or in the reconnaissance regiments. They may on occasion be attached to a light or medium tank company.

Basic Combat groups

Tank Platoon

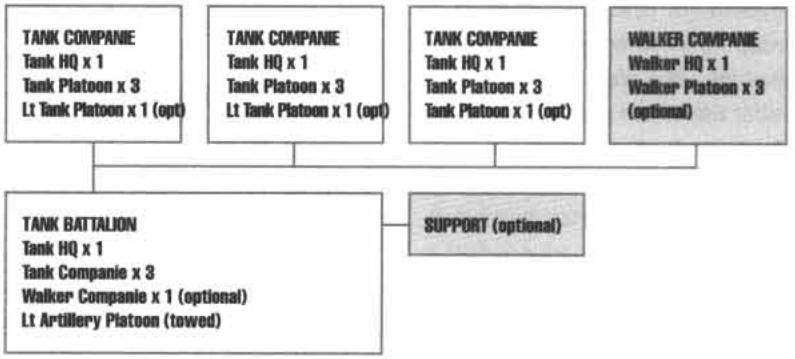


4 x Tanks

Tank HQ

1 x Command Tank

Tank Battalion Organization



Company Organization

Light Armor Company	3 x Platoons, 1 x Command tank
Light Platoon	3 x Tanks (Type 94 or Type 95)
Medium Armor Company	4 x Platoons, 1 x Command tank
Medium Platoon	4 x Medium tanks (Type 97)
Reinf. Med. Platoon	4 x Medium tanks (Type 97)
	+ 1 x Light Tank (Type 94 or Type 95)
Heavy Armor Company	4 x Platoons, 1 x Command tank
Heavy Platoon	4 x Heavy Tank (Type 95)
Reinf. Heavy Platoon	4 x Superheavy Tank
Walker Platoon	3 x Walker (Shiki 42 or 44)

Default Morale: 2 (Veteran)

RECONNAISSANCE COMPANY

Effective and accurate reconnaissance of enemy positions is critical in combat. Like the Germans, the Imperial Japanese did not care whether they acquired the information by guile or by force. Their reconnaissance units were expected to present the same fierceness as any other groups of the Emperor's troops.

Recon groups were equipped with light armor (generally, armored cars or tankettes) and automatic weapons to provide the necessary firepower. Reconnaissance units often had priority for combat walker assignments, since the walkers' exceptional mobility proved to be a boon to the fast-moving troops. The chronic lack of resources and equipment meant that many squads had to use motorcycles or even horses instead.

Always at the forefront of the advance, these units saw extensive action wherever they were posted. Some included snipers, mainly mounted squads who did not require the fuel and maintenance supply lines of their mechanized brethren and could thus range further ahead.

Basic Combat Groups

RECONNAISSANCE PLATOON	MOTORCYCLE PLATOON
Reconnaissance Squad x 3	**Motorcycle Squad x 3**
Recon Command Squad x 1	**Motorcycle Command Squad x 1**
4 x Armored Car	

Recon Company Organization

RECONNAISSANCE COMPANY	MOTORCYCLE COMPANY
Recon HQ x 1	**Motorcycle HQ x 1**
Recon Platoon x 3	**Motorcycle Platoon x 3**
Armored Platoon X1	**Motorcycle MG Platoon x 1**

Infantry Combat sections

RECON SQUAD	RECON HQ SQUAD
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 w/LMG
1 Assistant w/Rifle	1 Assistant w/Rifle
1 w/SMG	1 w/SMG
1 w/SMG	1 w/SMG
1 w/SMG	1 w/Rifle Grenade
1 w/Rifle	
1 w/Rifle Grenade	RECONNAISSANCE HQ
	Armored Car w/Officer crewman

RECON SQUAD*	RECON COMMAND*
1 NCO w/SMG + Horse	1 Officer w/SMG + Horse
1 w/LMG + Horse	1 NCO w/SMG + Horse
1 Assistant w/Rifle + Horse	1 w/LMG + Horse
1 w/SMG + Horse	1 Assistant w/Rifle + Horse
1 w/SMG + Horse	1 w/SMG + Horse
1 w/SMG + Horse	1 w/Rifle + Radio + Horse
1 w/Rifle + Horse	
1 w/Rifle + Horse	
1 w/Rifle + Horse	
1 w/Rifle + Horse	

*Horses may be exchanged for motorcycles.

Typical Combat Groups

Armored Recon Platoon	3 x Armored Car or 3 x Tankette
Recon Walker Platoon	3 x Walker (Shiki 42)

Default Morale: 2 (Veteran)

ARTILLERY

Artillery was deployed right in the field with other units to support sweeping advances. The Japanese favored light and medium guns that could be easily towed or carried across a wide variety of terrain, including the more rugged areas of China and the rest of the Imperial conquests. The reality of daily operations generally led to batteries taking orders from whichever unit commander they were attached to. As the war progressed, the size and strength of artillery units were constantly increased, though guns were often replaced by more easily-carried mortars.

At the start of the war, virtually all of the guns were mounted on simple carriages towed by trucks or tankettes. Though these units proved effective in supporting assaults from prepared positions, they were ineffective when surprised and on the move. Despite this, it was only later in the war that self-propelled guns became available.

Anti-aircraft units were usually assigned as needed rather than being integral to any individual formation. Early in the war, AA guns were not mobile, and required horse-drawn transportation in order to move. Though a few self-propelled models were later developed, they were never really common.

Basic Combat Groups

ARTILLERY BATTERY (TOWED)

1 x Gun
1 x Officer
2 x Unarmored Trucks

AT GUN PLATOON (SELF-PROPELLED)

4 x Type 1 Horo
1 x Tank HQ

Artillery Company Organization

ARTILLERY COMPANY (TOWED)
Artillery HQ x 1
Artillery Battery x 4

AT COMPANY (TOWED)
Artillery HQ x 1
AT Gun Platoon x 3

GUN COMPANY (SP)
Tank HQ x 1
AT Gun Platoon x 3

Anti-Tank Company

Light Anti-Tank Gun Platoon:	6 x 37mm Type 94 anti-tank guns
	12 x Trucks
Medium Anti-Tank Gun Platoon:	6 x 47mm Type 1 guns
	12 x Trucks

Companies

Field Artillery Company:	4 x 75mm Field Artillery Pieces
	8 x Trucks
Howitzer Companies:	4 x 105mm Howitzers
	8 x Trucks
Anti-Aircraft Company:	4 x Light AA Guns
	8 x Trucks

Default Morale: 2 (Veteran)

Chapter Four: Italy

Though Italy ultimately proved to be a minor player in the grand schemes of things, they hold the dubious distinction of being the birthplace of Modern Age fascism. In fact, the term "Axis" was first coined by Mussolini in a speech he gave in Milan on November 1, 1936. In it, he referred to the Rome/Berlin alliance as a strong Axis around which all Europe (and later the world) would eventually revolve. This alliance, however, was a result of forced isolation from the rest of Europe, rather than a sincere partnership born of mutual respect (indeed, both countries distrusted each other due to events in the conquest of Austria).

THE NEW ROMANS

Although Italy fought on the Entente side during the First World War, it did not receive an equal share of the spoils. The population considered it a great injustice that France and Great Britain greatly increased the size and number of their colonies while Italy only received minor gains.

Ethiopia was always considered to be in the sphere of Italian influence. It was also one of the few remaining countries of Africa which remained free of European domination, mainly because they managed to defeat Italy, a European power in combat (1896, Adwa). Fueled by the need for revenge and expansion through colonization, Mussolini sent his newly mechanized legions across the Abyssinia border from Italian Somaliland on October 3, 1935. The Italians made spectacular progress in the first few weeks and countered the resistance in the conquered areas with heavy-handed tactics, including chemical warfare and wholesale executions of intellectuals.

By early 1936, his hard hitting campaign crushed all organized resistance in the country. On May 5, 1936, the Italian army marched into the capital of Addis Ababa, and Ethiopia surrendered. Ethiopian Emperor Haile Selassie, who escaped the invading Italians, spoke before the League of Nations in Geneva, Switzerland, in protest of the attack: "it is us today. It will be you tomorrow." Despite this, the League of Nations gave only minor economic sanctions against Italy. These were inefficient and were lifted two weeks after Emperor Selassie spoke to the League.

THE SPANISH CIVIL WAR

General Franco Ferdinand's fascist troops invaded Spain in July 1936 with the purpose of overthrowing the young Republic. He had contacted Hitler and Mussolini with a request for military aid and technical assistance. Both were delighted to help, since this would give combat experience to their troops and allow them to test out new technology (including combat walkers, though their presence was widely dismissed by most serious observers as "rumors and exaggerations"). Many Spaniards considered the Italian "volunteers" as invaders and fought back. Though it allowed them to test their troops and tactics in the field, the Spanish Civil War and the Ethiopian conquest proved to be a large drain on the Italian economy.

The invasion of Ethiopia and the Italian presence in Spain finally caused the Western powers to impose sanctions, driving Mussolini into a forced cooperation with Germany. With Germany's annexation of Austria and Czech Sudetenland, however, Italy was becoming a minor partner. To prove his country's worth and to prevent Germany from gaining too much influence in the Balkans, Mussolini set his gaze on Albania, a small country swept in political and social instability that owed money to Italy. Mussolini used this excuse to annex it, sending his fleets off in April 1939. Albania surrendered to Fascist Italy two weeks later.

THE PACT OF STEEL

It was widely believed that Greece was the next target. To curb Fascist expansion, Paris and London gave the Greeks the same guarantee of military help given to Poland. This forced Italy to look at the Axis alliance with Germany and try to turn it into a military-industrial pact. Mussolini wanted to add Japan, much to Hitler's annoyance (he was concerned this would push the United States towards the Allies). The two countries began to work out their differences, with much exaggerations and compromises on both sides. Italy knew that war in Europe was inevitable, but the Italians wanted time to modernize their forces and let Japan finish with China. The Germans made vague promises not to do anything for at least a few years, and the Pact of Steel was signed soon thereafter.

Of course, Germany did not held its word and attacked Poland in September 1939. Mussolini met Hitler a few months later. Hitler goaded Mussolini into joining the war, telling him that not doing so would condemn Italy to a sec-

ond-rate power status. Mussolini, offended, accepted — removing concerns of another battlefront for the Germans. On April 9, Mussolini received word that Germany had invaded Norway and Denmark. Although the news were good, he was resentful that he was kept in the dark.

With German troops in Belgium and Holland, Mussolini realized that it was time to fulfill his obligations by declaring war on France and England. The Italian navy immediately started dueling with the Royal Navy, sinking a few vessels. Hoping to gain massive amount of French territories, Italian divisions moved in from the South. Bad weather and lack of supplies stopped the incursion a mere five miles inside the frontier at the time of the armistice. Mussolini insisted that a surrender be given to Italy as well, which both Hitler and France readily obliged; the bitter gain was the knowledge that Germany did not need Italy's assistance.

THE NORTH AFRICAN CAMPAIGN

Africa seemed to be a good (and easier) starting point for Italian expansion. On paper, Italy had an impressive force; estimates showed Italian troops in Libya alone would overwhelm the British in Egypt. What the numbers didn't tell however, was that the British possessed many more artillery guns, not to mention a technological edge (combat walkers, better tanks and planes). In addition, much of the Italians' local strength was made of native troops, who fought well in melee but performed poorly under fire.

Despite this, the Italians made a series of early gains, moving into Sudan and Egypt and capturing several border towns. By August, British Somaliland had surrendered to Italy. When the German invasion of England was postponed indefinitely, Marshal Graziani launched his army across the Egyptian border. The British responded with bold attacks into Libya, forcing the Italians to transfer troops and bring in more vehicles. Eventually, and despite Mussolini's urgings, Graziani was forced to stop at Sidi Barrani for lack of supplies.

In the two years that followed, battles would be waged back and forth across the deserts of North Africa. Efforts to send in warships and supplies to relieve the pressure generally met with disaster at the Royal Navy's hands, mainly due to the Italians' lack of radar and other advanced navigation and combat equipment. The Italian forces present in Africa did their best, but their obsolete tactics and equipment could not totally be compensated for by their bravery. Despite a late visit to the front in 1942 to boost morale and evaluate the situation, Mussolini would never witness the conquest of Egypt. Many began to fear the collapse of the Fascist state in Italy.

For more details on the African campaign and Italy's role in it, see the North Africa Theaterbook.

THE GREEK CAMPAIGN

Mussolini was not done with his ambitions of conquest. In October 1940, prompted by Germany's entry into Romania, he ordered Italian troops stationed in Albania to move across the Greek border. His generals were outraged at the hasty move: a large number of veteran troops had been pulled out of Albania to assist in the fall harvest, and the majority of Italian troops left to drive the invasion were recruits. Neither the Navy nor the Air Force were to assist in the attack, being engaged elsewhere. To make matters worse, the start of the attack coincided with the rainy season; the temperature often dropped below freezing, but most Italian soldiers were not given winter boots.

The Italian forces advanced in a four-pronged attack of mixed tanks and combat walkers, entering two-dozen miles into Greek territory. The Greeks fought from the very beginning: the attackers encountered resistance everywhere, ambushes or destroyed bridges and roads. The Greeks then counterattacked with three divisions, mostly veteran troops used to mountain fighting. England had pledged support for Greece, and the Royal Air Force pounded Italian installations in both Greece and Albania. Beaten back, their supply lines cut off and their troops exhausted, the Italians retreated back into the territo-

ries they still controlled. One-third of Albania was now under Greek control. Evidently, *Il Duce* had bitten off more than he could chew.

In December, Mussolini instructed Dino Alfieri to fly to Berlin and request German assistance for the Greek campaign. Hitler was not amused, but he had little choice but to provide help. The pride of the Italian Fascists had been broken, and the military's confidence in their leader and his poor orders was beginning to crack.

By mid-December, the Italians finally managed to halt the Greeks' advance. Lack of supplies prevented them from mounting a counteroffensive until the German reinforcements could come in. Once the latter came in, however, progress was rapid, and even the British troops could do little to help. By April 1941, Italian paratroopers managed to seize the islands of the Ionian archipelago without firing a shot. Greece, broken, surrendered to Germany and Italy.

THE EASTERN FRONT

Hitler never much trusted the Italian dictator: Mussolini was informed by letter that Operation Barbarossa, the invasion of the Soviet Union, had started. *Il Duce* was outraged: he could not understand that such an important decision could have been made without his advice and approval. To save face, he insisted on helping the Germans by sending Italian troops to the front. 60,000 of the best Italian troops were sent to Ukraine in support of Barbarossa. For the next few of months, the Italians knew great success under General Giovanni Messe, driving hundreds of miles into Russia and capturing both the Dneiper and Bugs River along with the German command.

On August 7, Bruno Mussolini, Benito's son, died during a training flight on a P108 Bomber near Pisa, Italy. The dictator was devastated (he never fully recovered from the loss of his son). Still somber, Mussolini visited Ukraine three weeks later to review his troops. General Messe informed him that their soldiers lacked proper arms and vehicles, and that fuel was nowhere to be found. He also noted glumly that the Germans were reluctant to share their supplies, yet were quick to criticize Italian failures. In addition, the soldiers suffered from the Russian weather and needed warmer uniforms. Mussolini, distracted, shrugged and ordered him to make do with what was available. Despite these wants, the Italian troops made good time in the Soviet Union, advancing up to 250 miles per week during October. At one point, the Italian forces and supply trains were strung out in a 500-mile long line. The Italian army managed to survive the harsh Soviet land and was upgraded to a 200,000-man force under the command of General Giovanni Messe in July 1942.

In August, Russian forces near Serafimovich launched a counterattack against the troops holding the Don River, hoping to stall the advance to Stalingrad. The Italians were outnumbered, yet they had nowhere to go and a line to protect. Which they did by using the Soviets' own weapons, beating back the Russian tanks with crude Molotov cocktails. Serafimovich's casualty counts was high, but the Italians had given as good as they had got. With this

Italian Naval Assault Units

The most effective branch of the Italian military was the Navy Special Assault Units. The Duke of Spoleto, a well-known motorboat enthusiast, put together a combat group equipped with explosive motorboats, fast torpedo boats, pocket submarines and the infamous human torpedoes known as Maiale. The latter was a 1935 design that combined frogmen, submarine and torpedo technologies into one deadly vehicle.

Italian frogmen were not only deadly, but also very ingenious in their methods of attack. Commandos secretly replaced the crew of an old merchant vessel with divers and technicians. The cargo bay was filled with a workshop to build and maintain Maiale torpedoes, which could be launched from a door placed six feet below the waterline. Replacement parts were shipped from Italy disguised as boiler tubes.

Casualties due to harbor defenses – nettings, mines, hostile frogmen – were horrendous; but the destruction of merchant shipping, which was less well-protected, was very rewarding. Italian frogmen sank or damaged a total of 42,000 tons of Allied shipping throughout the war. The British never did find out where these frogmen came from. Their feats, however, drew much envy and respect from the British. When the latter decided to create their own naval assault units, the trainees placed pictures of the 10th Light Flotilla on their walls for inspiration.

Special Rules: *Naval Assault Units use the same rules and table of organization as the Japanese Imperial Marines (see page 74). Maiale torpedoes provide 4 MPs underwater and carry the equivalent of a satchel charge in the nose (see Wargaming Companion). Torpedoes require two-men crew and double the cost of the squad if used.*

Operation: Black Code

While the Americans were still reeling from the Japanese attack on Pearl Harbor the previous day, a Sezione Prelevamento (Withdrawal Section) of the SIM Servizio Informazioni Militari (Army intelligence) secretly broke into the U.S. embassy in Rome. The team, lead by Carabinieri Talamo, gained access to a code book known only as "Black Code," which they photographed and put back into the safe. Three days later, Italy declared war on America.

The pictures were used to decipher the code used to transmit top-secret messages from Cairo sent to Washington about British strengths and weaknesses; this information helped Rommel gain many of his early successes in the desert war. The deciphered Black Code was always managed by the Italians. They decrypted the intercepted messages themselves, then gave only the North African information to the Germans.

victory in hand, the Italian Savoia Cavalry mounted an attack on the Isbuschenski steppe, which the Russians protected with several thousands men with mortar and artillery support. One squadron attacked head on while others swept around enemy positions on horseback armed only with sabers. The risky maneuver paid off: catching the Soviets completely by surprise, the Italians managed to overrun the Russian positions and destroy battalions of men and guns. This was to be the last great cavalry attack of the Second World War.

DECLINE OF THE ITALIAN EMPIRE

Things were not going well in North Africa, and the Italians faced a number of set-backs on every front they were engaged in. In October 1942, Heinrich Himmler himself flew to Rome to visit Mussolini and share his government's worries about the health of the Italian leader. In truth, Himmler's visit was to assess both Mussolini's health and the current state of Fascism in the country. Himmler reported to Hitler that as long as *Il Duce* was alive, then so was the Fascist state.

In November, Operation Torch took place in North Africa: more than 100,000 Allied troops, mostly Americans, landed in Casablanca, Oran and Algiers. To avoid being flanked and cut off, most Axis air and ground units routed all the way to Tunisia. The Italians did their best to follow, though many fell to the advancing American forces.

By December, Mussolini came to the realization that a war fought on two fronts was essentially unwinnable. He then sent Foreign Minister Conte Ciano to meet with Hitler to propose the idea of a peace settlement with Russia, which would free Axis forces for the European/Mediterranean Theater. Hitler would hear nothing of it, proclaiming loudly that the Axis would take on the entire world and win.

Il Duce was not convinced, but pledged to stay in the war, despite his worsening health. In January 1943, Conte Ciano secretly met with other government members to discuss possible replacements for Mussolini, including several Field Marshals and the officials themselves. Although Mussolini's gastric problems were growing more serious, he kept abreast of developments through informers and the OVRA. The reports he received at his country retreat were serious enough that he decided to get rid of most of the current government, to replace them with loyalists.

Mussolini traveled to Austria to meet with Hitler in April. He formally requested that Germany and Italy attempt to make peace with Russia. This would allow them to concentrate on the situation in Africa, which the *Duce* feared was a prelude to an invasion of the Italian mainland. Once more, Hitler dismissed the idea of peace with the Soviets. He spent

Naval Gains

Operation Vigorous, in June 1942 was the largest Allied convoy to set sail for Malta. The Italian Battleships Littorio and Vittorio Veneto, along with a squadron of cruisers and destroyers were dispatched to intercept them and managed to force the convoy to turn around and return to Alexandria. Meanwhile, the Operation Harpoon convoy, which involved merchant ships out from Gibraltar and escorted by a battleship, two carriers and assorted escorts, was intercepted by a mixed force of Italian cruisers, submarines and torpedo bombers. Only two of the merchant ships and a minelayer were able to make it to Malta. Only one Italian heavy cruiser was lost, and even then it was scuttled by its crew due to battle damage. These two operations were major Italian naval victories in a time were the country sorely needed them. Oil shortages, however, meant that large naval operations involving the Italian Navy were not seen again.

many hours convincing Mussolini of his eventual victory over the Soviet Union, and the Italian leader returned to Rome with renewed hope and determination. Seeing this, General Ambrosio feel he has no choice but to order his aides to find a way to oust the dictator.

In May 1943, Tunisia falls to the Allies. By June, the Allied invasion force come ashore on the islands of Pantelleria and Lampedusa; the Italian garrison, 12,000-man strong, surrenders immediately with little or no resistance. This North-bound movement makes the Fascist government certain that the invasion of Italy was next.

Mussolini and his cabinet members meet in July to discuss the situation. Cabinet members suggest that their leader assign responsibilities to others in order to make the government more efficient. Mussolini agrees to bring this matter to attention at the next Grand Council meeting, but otherwise dismisses the idea. He meets again with his German counterpart a few days later in the Northern Italian town of Feltre. By now, a desperate Mussolini was under the spell of the strong-willed Hitler. Members of the Fascist party urged their leader to speak to Hitler for a way for Italy to exit the war, but a broken Mussolini could only ask for more military assistance. Hitler smugly agreed, but only if said assistance was run under complete German authority. *Il Duce*, much to the horror of his staff, had no choice but to comply.

For all intents and purposes, Italy was now under the control of the Germans.

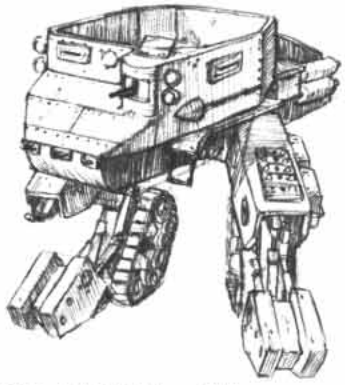
Desperate Efforts

German columns rolled into Toulon to take possession of all French ships stationed there. Forewarned, Admiral de Laborde scuttled his ships to deny them to the Germans. He had made sure they would all rest on even keels, hoping they could later be salvaged. Unfortunately for him, it was not French but Italian engineers who worked on the ships: in nine short months, Italian engineers were able to salvage thirty ships, which they then confiscated along with everything that was salvageable. Seven French destroyers and one submarine were towed or sailed to ports in Italy.

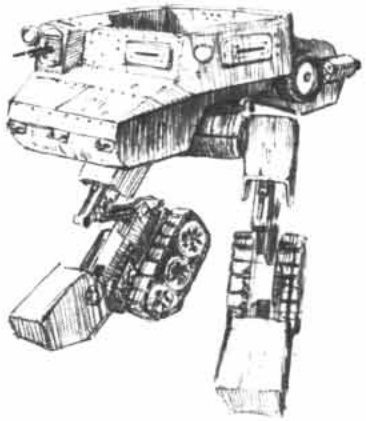
Italian Combat Walkers

The Italians, much like the Russians, were late adopters of the walker, which they deemed too complex and not combat-proven. The first models in service were PanzerKampfers purchased for evaluation from the Germans, mostly Loki and Valkurie. As the value of the new vehicle type became clear, Mussolini insisted that Italy be able to produce its own walkers.

To save time and efforts, the drivetrains and computators were largely copied on the German models available. The armored hulls and weaponry were adapted from existing tanks, suitably modified to fit the new systems. Because of this, the Italian walkers suffered from much the same trouble as the tanks themselves.



LC42 47/32 Walker (Italian version of the German Donner)



LC1/40 Light Walker (Italian version of the German Valkurie)

THE ARMY

The Italian Army consisted in theory of 73 divisions, but could mobilize only about half. Moreover, it could do so only by reducing the number of units within each. The bulk of the Army was composed of infantry, but it included three armored divisions (Ariete, Littorio, Centauro), three Celere armored divisions, two motorized divisions (Trento and Trieste), two parachute divisions (Nembo and Folgore) and six alpine divisions. The infantry of the mechanized divisions was provided by the Bersglieri (light infantry) regiments. Some of those divisions had been active in peacetime, but most were reserve formations, formed by inducting reservists. A Fascist militia (Milizia Volontaria Sicurezza Nazionale, or Blackshirts) supplied several additional divisions to the Army, along with a number of Legions or Cohorts (regiments or battalions) to regular formations.

A properly-equipped division (which never existed in the field) contained two infantry regiments of three battalions each, plus an artillery regiment of nine batteries of four field guns each, an anti-aircraft and an anti-tank battery and an engineer company. Many divisions added a Blackshirt legion of two battalions, a Bersglieri regiment of two battalions and a small self-propelled artillery regiment. The infantry divisions had little or no mechanical transport, in this case trucks or tankettes.

Italy was faced with a number of very serious shortcomings. It had an outdated air force and obsolete artillery guns. Unlike Germany, which had a vast amount of resources to call on (iron ore, petroleum, etc.), Italy had very little, and thus attempted to conserve what they had rather than start over from scratch like the Germans did. Italian equipment was old and poor, and in many cases lacking. Italian artillery was mostly of World War I design, and the combat vehicles were all notoriously underarmored, underpowered and undergunned. The L/3, a three-ton tracked carrier, served as the 'tank' in many armored units until well on in the war. The M/II, a true tank, had only a hull-mounted 37mm gun. The M/13 and its variants, a useful vehicle with a 47mm turret gun, joined the Army only in 1941, and even then in small numbers. Combat walkers were at first licensed German designs, though local copies later appeared. The large majority of Italian troops, especially those stationed in North Africa, were poorly led, fed, and equipped. Those sent to Russia in 1942 were not trained for the theater, and suffered from the weather.

In spite of Mussolini's grandiose boasting, the "Roman fighting spirit" was sadly lacking. The bulk of the infantry had no heart in the war, which they did not want in the first place. Likewise, many officers in the Italian High Command (Commando Supremo) had less than enthusiasm for Mussolini and Fascism in general; their primary loyalty was to the Royal House of Savoy, which Mussolini had eclipsed. Still, there were well-disciplined troops in the Italian order of battle, especially the Light infantry (the Bersaglieri) and the artillery corps. For the most part, however, the Axis troops felt they could not trust their Italian allies in battle.

Italian Military Terminology

While using a similar structure to most of the armies of the day, the terminology used was specific to the Italians. Below is a comparative list of both rank and unit designations. A list of additional terms is also present.

UNIT	TRANSLATION	UNIT	TRANSLATION
Gruppo d'Armate	Army Group	Armata	Army
Corpo d'Armata	Army Corps	Legione	Regiment
Divisione Fanteria	Infantry Division	Divisione Corazzata	Armored Division
Divisione Motorizzata	Motorised Division	Divisione Celere	Swift (Cavalry) Division
Divisione Alpina	Mountain Division	Div. Autotrasportabile	Transport Division
Divisione Milizia	Black Shirt Division	Divisione Libica	Libyan Division
RANK	**TRANSLATION**	**RANK**	**TRANSLATION**
Sottotenete	Soldier	Colonello	Colonel
Tenete	Lieutenant	Generale de Brigata	Brigade General
Capitano	Captain	Generale de Divisione	Division General
Maggiore	Major	Generale d'Armata	Army General
Tenente Colonello	Lieutenant-Colonel	Comando Supremo	High Command

TACTICS

Because the Italian troops in North Africa were almost totally without motor transport, Italian battle tactics were static in nature. Even once Rommel introduced the German Blitzkrieg tactics, which relied greatly on mobility, Italian troops were used almost exclusively in static defended positions. This was not appreciated by the troops themselves, whose morale plummeted when learning that Allies forces encircled their positions.

INFANTRY

Infantry formed the bulk of the Italian armed forces. Most of the troopers were conscripts, poorly trained and led; a few were volunteers. The Bersaglieri wore a spray of green cock feathers on the side of their helmets. The latter were better trained and tended to have much better morale overall.

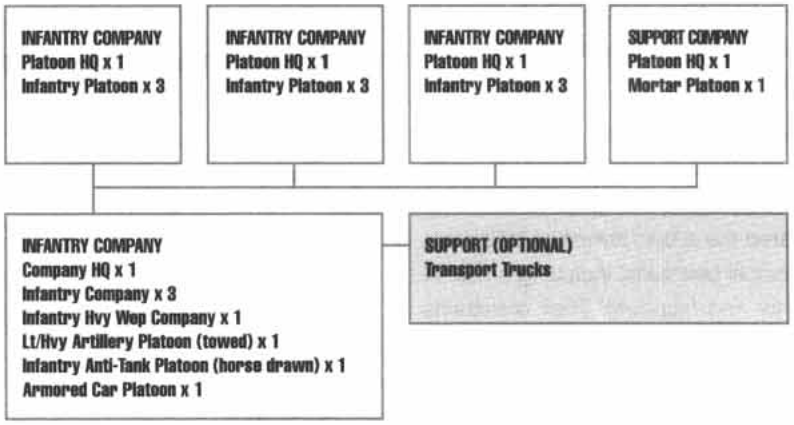
Most divisions were composed of only two regiments. If a third infantry regiment was attached to a given division, it would almost always be a "Blackshirt Legion" comprised of only two battalions and few (if any) support. The infantry divisions were generally named after towns, with the regiments within the structure named after the division they belonged to. Some of the divisions, called "semi-motorized," had enough transport units for the artillery and support elements only; "motorized" divisions added enough vehicles (generally trucks and tankettes) to carry everyone, but they were rare. Mountain divisions were not to be confused with the highly specialized "Alpini" mountain troops: these groups had pack-horse artillery instead of the usual towed type, and some other small differences.

Due to the chaotic structure of the Italian armed forces, which were desperately short of equipment and supplies for most of the war, this list must be regarded as provisional at best. Often, commanders were forced to abandon vehicles behind as they ran out of fuel or simply broke down, especially during the African campaign.

Basic Combat Groups

INFANTRY PLATOON	HEAVY WEAPON PLATOON
Infantry HQ Squad x 1	Infantry HQ Squad x 1
Infantry HQ Squad x 3	Mortar Section x 3

Infantry Company Organization



Infantry Combat Sections

INFANTRY SQUAD*	PLATOON HQ*	COMPANY HQ*
1 NCO w/SMG	1 Officer w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG	1 Officer w/SMG
1 Assist w/Rifle	1 w/LMG	1 NCO w/SMG
1 w/Rifle	1 Assist w/Rifle	1 NCO w/SMG + Radio
1 w/Rifle	1 w/Rifle	1 w/Rifle
1 w/Rifle	1 w/Rifle	1 w/Rifle
1 w/Rifle	1 w/Rifle	1 w/Rifle
1 w/Rifle	1 w/Rifle	1 w/Rifle
1 w/Rifle	1 w/Rifle	1 w/Rifle
1 w/Rifle	1 w/Rifle	1 w/Rifle

**Note: Up to two Companies can be motorized. Add four trucks per Squad.*

Typical Combat Groups

Infantry MG Squad	MG Section x 3 + Infantry HQ x 1
Infantry Mortar Section	Light Mortar x 2 + Infantry HQ x 1
Armored Car Squad	Armored Car x 3

Default Morale: 4 (Rookie)

Bersaglieri Default Morale: 3 (Qualified)

ARMOR

Italian armor was seen as a farce in the early stages of the war. Nearly all their vehicles were underarmored, underpowered and undergunned. A great many of them were not tanks at all, but armored cars and hastily upgraded tracked carriers. Few designs had completely closed fighting compartments, and those that did only came in wide use several months after the start of the war.

Combat walkers were at first licensed German designs, though local copies later appeared. To a great extend, they shared the shortcomings of their more classical brethrens, including a lack of armor and firepower. Their drivetrains and computators, however, which were adapted from German designs, gave them excellent mobility, and a walker was a much-sought after assignments. For organization purposes, they were treated like regular armored vehicles, though they required additional maintenance staff.

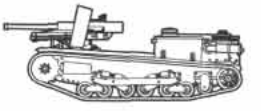
Celeri divisions (*Celeri* means "Fast") were mixed cavalry-motor units, with emphasis on mobility and response speed. What they lacked in firepower they made up with in flexibility. All were named after famous generals of the House of Savoy. They were the exception to the overall Italian doctrines, which was rooted in earlier tactics and still used the tanks as armored support gun platforms rather than spearhead assault units, like the Germans.

Basic Combat Groups

TANK TROOP

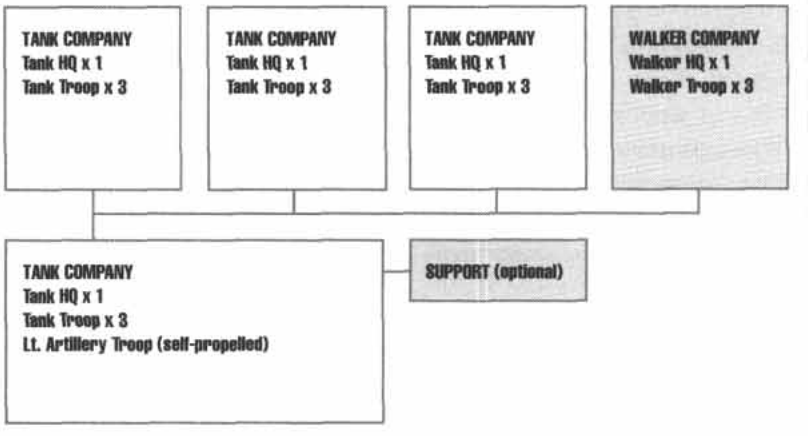
3 x Tank

TANK HQ



1 x Tank + 2 x Armored Car

Tank Company Organization



Typical Combat Groups 1943

Light Tank Troop	3 x L6/40 Light Tank
Medium Tank Troop	3 x M13/40 Medium Tank
Light Artillery Troop	3 x L40 AT Gun
HQ Troop	1 x Tank + 2 x Armored Car
HQ Troop	2 x Walker

Default Morale: 4 (Rookie)

RECON UNIT

Reliable reconnaissance was one of the major assets of the desert war, and recon units were well taken care of. RECAM (Reparto Esplorante di Corpo d'Armata di Manovra — Reconnaissance Unit of the Army Mobile Corps) was the main Italian scout group. They used fast armored cars and motorcycles (and, later, the lighter walker designs) to range ahead and to the flanks of the main Axis forces to probe for enemy units. Their job was not to engage them in combat, merely to report positions and troop movements; as such, they were lightly armed. Some were tasked with light harassment duties.

Many of the scout units assigned for long-range reconnaissance and raiding were equipped with the Autoblinda 40 or 41. It was considered a very good vehicle; like the British SAS Jeeps and LRDG trucks, each "Sahariana" was customized by its crew and was essentially unique. Most carried their usual main gun, to which a mix of 8 and 13.2mm machineguns were added.

In Europe, many of the scout squads used horses or motorcycles to get around, with a heavy emphasis on the former, which did not require fuel and was extremely mobile. Some of them received sniper training, though they were few in number.

Sahariana

To represent Sahariana vehicles, start with the game stats of an Autoblinda 40 (or 41) Armored Car. Add a cargo bay (2m³), ram plate, the Hazardous Ammo/Fuel Storage Flaw (because of all the extra fuel jerry cans strapped to the sides) and Exposed Fire Control. Add two additional Breda 8mm machineguns in any desired facing. The Threat Value remains the same as a standard Autoblinda.

Basic Combat groups

RECON TROOP (MECH)	MOTORCYCLE TROOP
Recon Platoon x 3	Motorcycle Platoon x 3
HQ Platoon x 1	Motorcycle HQ Platoon x 1
Armored Car x 4	

Recon Company Organization

RECONNAISSANCE COMPANY	MOTORCYCLE COMPANY
Reconnaissance HQ x 1	Motorcycle HQ Squad x 1
Reconnaissance Platoon x 3	Motorcycle Platoon x 3
Walker Squad X1	Motorcycle MG Squad x 1

Infantry Combat sections

RECON (MECH)	RECON HQ (MECH)
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 w/LMG
1 Assistant w/Rifle	1 Assistant w/Rifle
1 w/SMG	1 w/SMG
1 w/SMG	1 w/SMG
1 w/SMG	1 w/Rifle
1 w/Rifle	
1 w/Rifle	

MOTORCYCLE SECTION*	MOTORCYCLE HQ SECTION*	MOTORCYCLE MG SECTION
1 NCO w/SMG + Motorcycle	1 Officer w/SMG + Motorcycle	1 NCO w/SMG + Motorcycle
1 w/LMG + Motorcycle	1 w/LMG + Motorcycle	Motorcycle MG teams x 3
1 Assistant w/Rifle + Motorcycle	1 Assistant w/Rifle + Motorcycle	
1 w/SMG + Motorcycle	1 w/SMG + Motorcycle	MOTORCYCLE MG TEAM
1 w/SMG + Motorcycle	1 w/SMG + Motorcycle	1 w/LMG
1 w/Rifle + Motorcycle	1 w/Rifle Grenade + Motorcycle	1 Assistant w/Rifle
1 w/Rifle + Motorcycle	Motorcycle + Sidecar	
1 w/Rifle + Motorcycle		MOTORCYCLE HQ
1 w/Rifle + Motorcycle		Armored Car w/Officer
		1 w/Rifle Grenade + Motorcycle

Typical Combat groups

TYPE	DESCRIPTION
Motorcycle MG Troop	Motorcycle MG section x 3 + Motorcycle HQ x 1
Recon Troop	Recon Section x 3 + Recon HQ
RECAM Mechanized Troop	Armored Car x 4

Default Morale: 3 (Qualified)

ARTILLERY

Italy fielded mainly obsolete artillery guns. The weapons were holdovers from the Great War for the most part, and lacked power and range. The Italian economy, never very sound, was in no state to support a rearmament program. Many of the army's new weapons came from reparations received from Austria-Hungary and were hopelessly outclassed by the mid-1930s. Despite a last-ditch effort to modernize just prior to the entering the war, many of these smaller caliber guns were still in service. The Italian gunners clamored for as many of the new weapons as they could get, but there was simply no industrial potential (or raw stock) to spare to produce the guns.

Artillery guns were grouped in batteries and regiments and attached to a division. Like the infantry and tank units, artillery regiments were named after their division. In addition to their guns, they received transport trucks for their ammunitions and servants, along with scout cars to serve as forward observers and HQ units. Since the armored cars, for the most part, lacked radios, a specially-equipped truck was assigned to each battery (treat as normal truck plus -1/8 km radio and Exposed Aux. System Flaw).

Later on in the conflict, the Italians began to upgrade their artillery units. The Semovente 90/53, introduced in 1942, was a self-propelled gun platform based on the M13/40 hull. It was equipped with an excellent 90mm gun, equal to the German 88mm (use the latter's stats). The superstructure was fixed and open to the rear; a small roof provided limited overhead and side protection. The gun crew stood on the ground behind the vehicle to operate the gun during battle.

Basic Combat Groups

ARTILLERY BATTERY (TOWED)

2 x Field Gun
2 x Unarmored Trucks

ARTILLERY BATTERY (SELF-PROPELLED)

3 x L40 AT Gun

Artillery Company Organization

ARTILLERY COMPANY (TOWED)
Artillery HQ x 1
Artillery Battery x 3
Forward Observer x 1

ARTILLERY COMPANY (SELF-PROPELLED)
Artillery HQ x 1
Artillery Battery x 3

Typical Combat Groups

TYPE	DESCRIPTION
Artillery HQ	Armored Car w/Officer crewman
Artillery Battery (towed)	2 cm Artillery x 2
Artillery Battery (self-propelled)	L40 x 3

Infantry Combat Sections

FORWARD OBSERVER	ARTILLERY HQ
1 Officer w/SMG	1 Officer w/SMG
1 NCO w/SMG	1 Officer w/SMG
1 w/Rifle	1 NCO w/SMG
1 w/Rifle	1 NCO w/SMG + Radio
2 x Armored Car	1 w/Rifle
	1 w/Rifle
	1 w/Rifle
	1 w/Rifle
	1 w/Rifle
	1 w/Rifle
	2 x Armored Car

Default Morale: 3 (Qualified)

ALPINI TROOPS

Ever since the establishment of Italy as a modern nation, at least part of its armed forces has traditionally trained in the specialized art of mountain warfare. Alpi is the Italian name of the Alps mountains. Most mountain troop regiments were named after mountains, though not all; some were named after Italian regions, others after towns.

Alpini troops carried artillery pieces adapted for their role. The Obice da 75/18 modello 34 was a useful howitzer that could be broken down into eight loads for transport. Production capacity was diverted to the production of Semovante self-propelled guns, and very few of these reached the troops. Those that did, however, proved to be very efficient and comparable to any of the German guns. Later on in the war, they also used mortars and portable anti-tank weapons (such as the German Panzershreck) to great effect.

Special Rules: Mountain Troops

*Despite the name, not all Alpini troopers underwent the rigorous mountain combat training, usually because there was not enough time to do so. Those that did, however, were dangerous fighters, able to cross even the most rugged terrain rapidly and use the smallest rock outcropping for protection and visual cover. They treat Rough terrain as having Obscurement 1, and pay only 2 MPs to go up and down 30-degrees slopes. They also ignore the Morale effect of continual snowfall (see **Fields of War**). Mountain training multiply the unit's Threat Value by 1.5.*

Basic Combat groups

ALPINI SQUAD (MOT.)

3 x Alpini Sections
1 x Alpini HQ Section
4 x Trucks

ALPINI HVY WEP SQUAD (MOT.)

1 x MG Section, 1 x Mortar Section,
1 x AT Rifle Section, 1 x HQ Section, 4 x Trucks

Alpini Organization

ALPINI COMPANY
Alpini HQ x 1
Alpini Squad x 3
Alpini Hvy Squad x 1

ALPINI COMPANY
Alpini HQ x 1
Alpini Squad x 3
Alpini Hvy Wep Squad x 1

ALPINI COMPANY
Alpini HQ x 1
Alpini Squad x 3
Alpini Hvy Wep Squad x 1

ALPINI HVY WEP COMP
Alpini HQ x 1
Alpini MG Squad x 1
Alpini Mortar Wep Squad x 1
Alpini AT Squad x 1

ALPINI BATTALION
Alpini HQ x 1
Alpini Company (mot) x 3
Alpini Hvy Wep Company x 1
Lt. Artillery Squad (towed) x 1

SUPPORT (OPTIONAL)

Infantry Combat Sections

MORTAR SECTION
NCO w/SMG
Mortar team x 3

MG SECTION
NCO w/SMG
MMG team x 3

AT RIFLE SECTION
NCO w/SMG
AT team x 3

MORTAR TEAM
1 w/50mm mortar
1 Assist w/Rifle

MMG TEAM
1 w/MMG
1 Assist w/Rifle
1 Assist w/Rifle

AT TEAM
1 w/AT rifle

Typical Combat Groups

TYPE	DESCRIPTION
Alpini MG Squad	MG sections x 3 + HQ x 1 + Trucks x 3
Alpini Mortar Squad	81mm Mortar + Truck x 4 + HQ x 1
Alpini AT Squad	Pak 38 + Truck x 4 + HQ x 1

Default Morale: 3 (Qualified)

Chapter Five: Wonder Technology of the Axis

The Axis powers pursued superscience with great zeal throughout World War II. The Germans in particular saw it as a key component of their eventual domination of the planet: advanced technology for an advanced race. The Japanese saw superscience more as a very useful tool, and preferred to rely on the human spirit and martial prowess to ensure victory — even if they had to coax that prowess out with drugs or invasive surgical procedures. As for Italians, they trailed far behind, and generally preferred to license existing German designs whenever possible. They did, however, adapt them to suit their needs and existing industries (as their walker designs proved), and managed to produce a few interesting items of their own (mostly planes).

WONDER WEAPONS

Shackled by the Versailles treaties imposed after Germany's defeat in WW1, the Wehrmacht was forced to find inventive ways to circumvent its strict edicts preventing military research. Political maneuvering provided some limited answers, resulting in the joint German-Soviet tank school at Kazan. At other times, German inventiveness provided the answer, such as the rocket artillery developed at Kumersdorf to replace specifically banned conventional heavy artillery. Still, the Wehrmacht needed some way of researching an armored weapon system not covered by the Versailles treaties — enter J. Walter Christy and his innovative walker vehicle design.

Christy had been trying to gain a military contract for his W1926 bipedal walker suspension system since the early 30s. While the US army showed little interest, Germany leapt at the opportunity. Purchasing the design from Christy, they rapidly refined the fledgling technology, perfecting the walking mechanism and adding advanced German computators. Soon, the PanzerKampfer ("Armored Combatant"), or just Kampfer as it became known, was born. Such a radical technological development was not covered by the Versailles treaty and, unlike tanks, ships and planes, could be developed 'in the open;' still, it was long hidden under the guise of an agricultural tractor project. By the 1936 Olympics, the much refined PzKpf III armored walker was displayed to a shocked world.

The overt display of the Kampfer at the Olympics triggered an arms race between the superpowers to equip themselves with this new weapon system. Germany, already far ahead in the field, took this time to also abandon any pretense of honoring the Versailles treaties and began to rapidly rearm. No avenue of research was left unexplored, with designs for sonic weapons, ray guns and acid-throwers all being examined. Many of these designs never left the workbench, but a select few worked beyond all expectations.

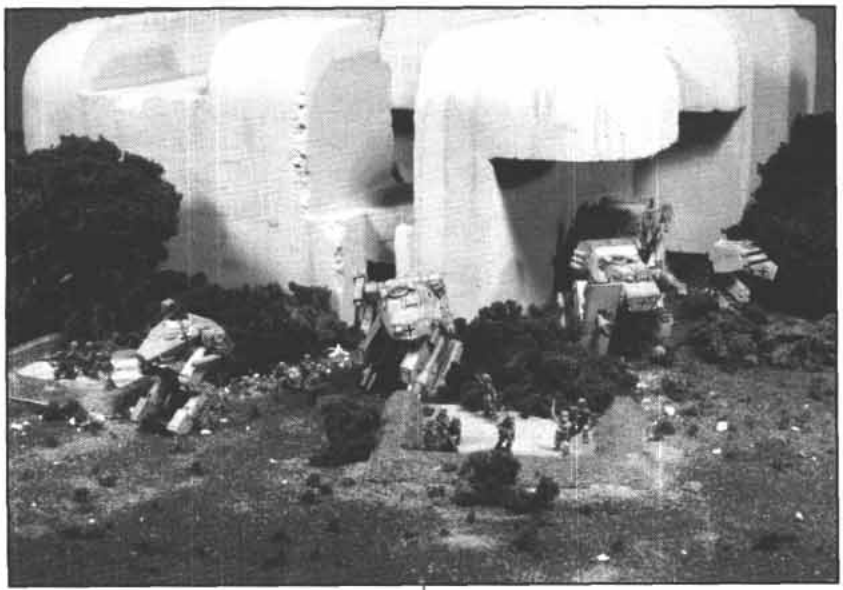
THE TECHNOLOGICAL ARMS RACE

With the opening of the war, Germany set about expanding its weapons research programs. Despite the abandonment of the Versailles treaty in 1937, Germany was still technically inferior in both tank design and jet propulsion. With the capture of a number of Allied weapon systems during the European Campaign, the research effort turned to retro engineering these weapons for immediate use. Not only did this provide very effective weapons systems to a trailing Wehrmacht, but it also provided a much needed scientific boost to the German research teams. As was standard policy for the Wehrmacht, no weapons system was deployed without a countermeasure (this led to the development of Zimmerit, an anti-magnetic and laser-ablative paste).

In 1940, the German research effort was dealt a crushing blow. After the unmitigated success of the European Champaign, Hitler, convinced that the war would be over before the close of 1941, forbade any research that could not be realized in the space of a year.

Wolfgang Muller

Born in 1902, Wolfgang Muller lived for most of his formative years on the outskirts of Munich. Fascinated from an early age by all things scientific, he excelled at school and was thrilled when, in 1921, he was able to take classes at Munich University. It was here he encountered the famed Wilhelm Roentgen, whose work with the Roentgenbild (x-ray) had so inspired him. This experience prompted him to make the field of electromagnetism his specialty, and he was to use his brilliant mind to develop the gigantic railguns used to devastating effect in Russia.



Many a promising project was shut down and its young researchers sent to the Ostfront to maintain and perfect existing designs. With the failure of Operation Barbarossa and the realization that the war would be longer than predicted, those scientists still alive were recalled from the front to reconstruct Germany's technical edge, an edge that had virtually eroded away. They would not make this mistake again.

Japan was slow to enter the superscience development race, and consequently lagged behind the other major powers. A kick-start from the Germans helped the Japanese to catch up somewhat, especially through the delivery of a cargo of late model computators and anti-tank grenades that were smuggled halfway around the world on board a disguised merchantman. Japanese scientists made slow but steady progress in upgrading the computators, sensor packages and communications systems of the army's vehicles. The mid-years of the war saw the introduction of advanced sensors, such as radar and infrared sights, as well as crude guided munitions and target "painting" for indirect artillery. Most of their efforts, however, was directed toward improved weaponry (the "beehive" shells being a prime example).

Many of the Axis technological wonders were adaptations or perfected versions of captured Allied equipment. The overrun of France and the virtual destruction of the BEF led to the capture of major Allied weapons systems. The first was recovered from the shattered remains of the Maginot line, where the French had invested heavily in Tesla coil technology. Using large transmitters, they were able to direct focused artificial lightning against targets at range. Another system captured consisted of a few experimental light-based weapons systems, hastily shipped to the BEF at the commencement of hostilities. It proved to be an effective battlefield weapon, but required large and heavy battery arrays to function.

Examining the captured Tesla technology revealed it to be relatively unviable. German scientists had but a rudimentary understanding of Tesla's theories. Also, the tremendous power requirements meant that Tesla weaponry could only be mounted in fixed installations, somewhat of a contradiction to the concept of Blitz Krieg, led to the abandonment of this technology. It would be left up to Nicolas Tesla and the Russians to show the Germans the error of their ways.

The British "death ray" weapon, on the other hand, provided a far more attractive weapon system. The light weight of the laser focusing system, coupled with

Japanese Research

Technology reflects the minds of its makers, and the equipment of the IJA is no exception. Japanese weapons were simple, even crude, but exceedingly brutal. The Japanese soldier's samurai spirit was reflected in a wide assortment of melee weapons, such as the teppo-yari and other close-assault devices. On the minus side, they had yet to create an effective anti-tank weapon for the army's tanks and anti-tank batteries.

Wartime Japanese research might be best described as eccentric. While other countries were researching rockets and atomic devices, Japan was devising paper balloons to carry incendiary bombs to America's West coast. These "Fugo" balloons started a few forest fires, but were no way to win a war.

The IJA had a poor track record in updating its armaments throughout the conflict. Innovations were often copies of German arms, plus new close combat and kamikaze weapons. Overall, Japanese weapons were simple but vicious, in contrast to the high tech gadgets of the rest of the forces involved in the conflict.

the limited resources needed for its manufacture, proved very tempting to the Wehrmacht. The major drawback was the heavy and bulky battery arrays needed to power the weapon, the weight of which prevented it being mounted on most of the existing Panzers and Kampfers. Instead, German scientists came up with a compact 'chemical' battery which produced a set number of charges before being discarded. While this consumed more materials than the rechargeable Allied batteries, it proved decidedly more compact and lightweight, and allowed the laser to be mounted on virtually any armored vehicle then in service.

In 1941, near the end of the Battle of Britain, a British Gloster jet fighter, lost in heavy weather, mistakenly landed at a German airfield in France. This unexpected boon provided the stagnating German jet propulsion research with new conical engine technology. This radical design provided considerably more thrust than the current German design then being pursued. This was to lead to the development of a rudimentary hover technology. It was also at this time that the first examples of American "bazookas" were captured. Being more adept in the rocketry sciences, the Germans produced an improved model almost overnight: soon, the Panzerschreck, or 'Tank Terror,' would be living up to its name. Numerous other systems and technologies where dissected by Axis scientists over the course of the war and many were to become standard equipment.

Klaus Biederfeld

As a child during World War 1, Klaus Biederfeld had almost died of starvation, an experience that left him a diminutive and sickly man. As a child he studied at a small school in the Taunus mountains, close to the city of Frankfurt. In 1930, he attained a place at the famed Heidelberg University where he studied advanced mathematics. Having completed his degree in 1933, he went to work with the youthful Werner Von Braun who, although only in his twenties, was already head of the rocket experiment station at Kummersdorf. Biederfeld worked on various rocket projects including the V2 rocket. However his real claim to fame came from developing the wire guided air to air and anti-tank missiles used so effectively during the last years of the war.

WAR WINNING WEAPONS

By 1943, the Heer had mostly recovered from Hitler's disastrous edict of 1940. Much of the fledgling technology of 1941 had been refined and miniaturized to such an extent as to be used by infantry teams or even individual soldiers. Infantry could now employ guided anti-tank rockets and anti-aircraft rockets in battle. The first infantry portable laser saw action and proved a highly effective against man and machine alike. As the global situation began to deteriorate, the Wehrmacht had great hope that these 'Wunderwaffen' weapons would allow them to win through. 1943 saw great leaps in genetic and chemical enhancement that allowed Hitler's dream of 'super men' to become a nightmarish reality.

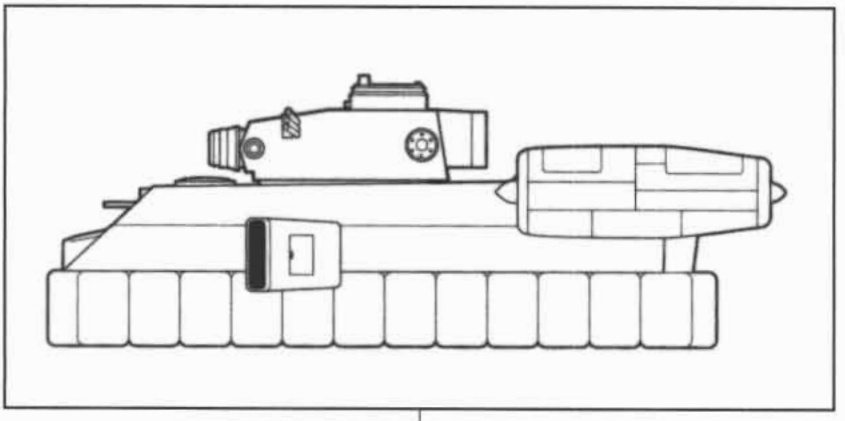
1943 also saw Albert Speer's industrial reforms take full effect. Speer had assumed the post when the then Armaments Minister Todt was killed in an aircraft crash. Virtually doubling production overnight, Speer solved many of the supply problems faced by Germany's armed forces, often with an ingenious application of the computator technology in accounting and scientific tasks. Through careful management and force of personality, he managed to increase production output despite the ever-increasing Allied bombing raids on Germany's industrial base.

Speer also rationalized the tangled web of German weapons research. With an uncanny knack for identifying systems that could be developed and deployed within a useful timeframe, he set about ensuring these weapons got to the front. It was his genius that allowed many of the mid-war wonder-weapons to see light of day.

MONSTER WEAPONS

The 1941-1943 time period saw the refinement of existing German weapon systems. Much effort was directed into closing the gap in Panzer development. It was here that the first Tiger tank saw action, and that radio-guided rockets saw limited field use. As the retro-engineered laser saw greater use, it also generated spin off applications. A low powered laser 'painted' targets for artillery strikes, vastly improving the accuracy of rocket artillery.

Despite the fervent research in Germany during the late 30s, only a few of the numerous radical weapon designs advanced to production. Many projects, already on the very edge of theoretical science, struck insurmountable hurdles both in theory and implementation. The lack of a centralized science ministry also led to numerous instances of duplicated effort and misappropriation of funds. In some cases scientists claimed to be researching weapons while pursuing their own studies.



BANSHEE WAIL

In the mid 1930s, both British and American Scientists developed a new detection technology known as sonar. Using focused sound waves, it was capable of detecting submerged objects at great distances. Fearing this would negate Germany's U-boat advantage, a number of spies were dispatched to uncover what they could on the project. What they did discover was that the project had suffered a tragic accident: three researchers had died when a power surge had amplified the sound waves to lethal levels. This information led to the establishment of a research project for developing a weapon system using sound.

By 1938, a working prototype acoustic amplifier had been produced and tested. Capable of killing a man at 200m and incapacitating him at 400m, it also proved to have a deep psychological effect on the surviving test subjects. O.K.H became interested in the now-nicknamed 'Banshee Wail,' for use on the Ostfront against the Russian human wave tactics. Early prototypes were mounted on modified Panzer II tanks with the turret replaced with the emitter array, and internal ammo storage filled with the necessary battery packs. Heavily insulated, these vehicles would sweep an oncoming attack, causing casualties and disrupting the advance.

By 1943, German acoustic engineers had developed a smaller version of the Banshee Wail that could be used as an Infantry heavy weapon. Lacking the shielding of the vehicle mounted device, the firing caused nausea, severe headaches and occasional blood noses, and was universally disliked by its crews. However, it was able to eliminate opponents behind cover or in bunkers, and proved a highly demoralizing weapon. It was also discovered to be of limited effect against enemy armor for, despite the vehicle's armor disrupting the sound's resonance, it caused extreme pain and nausea to the crew, who often bailed out in an attempt to escape the horrendous noise.

THOR'S HAMMER

With the Versailles treaty banning Germany from possessing or developing conventional heavy guns, the Wehrmacht had to look for alternate methods to provide its artillery support. One avenue researched was rocket artillery, and though it proved effective, it was also somewhat inaccurate and limited in the size of the projectile that could be delivered. Another system was considered: by using a series of electromagnets, it was possible to accelerate a large projectile to considerable velocity and still maintain acceptable accuracy. The largest hurdle was providing the immense power required to drive the magnets. Though first developed to crack the Maginot line, these huge weapons proved unnecessary and the project was mothballed with the power problem still unsolved.

With the invasion of Russia and the ever-increasing need for siege artillery, the project was revived in late 1941. In January 1942, researchers managed to produce a crude atomic pile using a radio-

active beryllium core, known as a Leipzig Sphere. They were thus capable of producing the necessary power to make the electromagnetic cannon a reality. Firing a devastating charge, the weapon could vaporize entire city blocks with a single shot, earning it the justified title of 'Thor's Hammer.' Unfortunately, it was far too ungainly to serve in a direct battlefield role and was used solely for long-range bombardment. Needless to say, these immense guns were often the target of both commando operations and direct assaults, often just before a full-fledged bombardment.

HOVERTANKS

The unexpected capture of an intact Gloster jet fighter in 1941 had allowed German scientists to examine an undamaged example of the (then) superior British jet engine. Using a conical design, the British engine was capable of greater thrust than the existing German axial flow models. Incorporating these new design features, German scientists were able to produce a second generation of jet engine and firmly take the lead in jet propulsion, which they would keep until the end of the conflict.

Using Thor's Hammer

The German railguns are much too powerful to be used in the limited space of a tabletop battle. They better serve as the centerpiece of a scenario. When using the scenario generator (page 56 of the ***Companion****), such missions would be Destroy/Disable on the Allied side, Defend on the Axis side. The Time Limit will generally be "Random-Increasing" to simulate the charging of the gun's massive capacitors. If the Allies fail to stop the gun before it fires, they have lost.*

These second generation engines vastly improved upon the speed, payload and range of existing Jet aircraft. Two German aeronautical engineers, Albert Weiss and Jurgen Schutterer, who had participated in the defunct Focke-Wulf Short Take-Off and Landing (STOL) program, began to toy with another idea. The STOL design had proven too complex and heavy to fly, but had managed to attain an altitude of a couple of meters during flight trials. Both Weiss and Schutterer thought it possible to create a "hovering" vehicle. Dubbed the 'Schwimmender Waffen Plattform' or SWP, they used an ingenious design of liquid oxygen, superheated and fed directly into the jet engine intakes, to create additional thrust. By use of carefully placed thrusters and hull design, they were able to lift a sizable platform into the air.

With advanced computator control, the platform was capable of incredible speed and even limited jumps. Unfortunately, it was found that the firing of a conventional gun of sizable caliber unbalanced the flight characteristics too much, forcing the platform to 'ground' before firing. This was unacceptable to O.K.W and the team was forced back to the drawing board.

It was by pure coincidence that Speer saw a demonstration of the SWP and, on hearing of the team's problems, suggested the use of a highly experimental "death ray" system as the platform's main armament. Hastily setup meetings between the two research groups determined that it would indeed be possible to mount the new generation of "laser" systems onto the SWP. By June of 1942, the first fully armed prototype was displayed to a shocked O.K.W and ecstatic Hitler. Here was the weapon, he exclaimed, that would allow Germany to take the initiative once again. Despite ordering the immediate production of the new Panzer, the actual work wasn't started until late 1943 due to a chronic shortage of suitable jet engines; even then, few vehicles were produced each month. It wasn't long before Russian troops began to equate the ominous howl of hovercraft engines with the rapid strike and fade attacks of Germany's latest Wunderwaffen.

WALKER WARFARE

By design, early-war walkers were usually quite ungainly and crude machines, with balance and speed a constant problem. Though they had only limited effects in the European and African theaters, these shortcomings were compounded by the dense, swampy and humid jungles of the Pacific. Nonetheless, the value of walkers was not lost to both sides and a variety of solutions and unique walker designs were developed throughout the War (see **Gear Krieg** and **Superscience Sourcebook** for more on German walker efforts).

Like the fighting going on in various climates throughout the world, the Pacific War was to eventually see its own unique variety of walkers and other advanced war machines. During the battle for the Philippines in 1941, American and Japanese walkers faced-off for the first time, and the better-armed American machines had the upper hand in a straight-up firefight. Some American walkers were also equipped with fearsome flame-throwers, which the Japanese learned to quickly target and destroy at whatever cost.

The Japanese were quick to adapt their walker designs to the jungle environment. Some of the advances included rubber seals to prevent flooding, snorkels to ford small rivers and wide feet to

spread out the walker's weight. In the Philippine jungles, the Japanese machines had the distinctive edge: often lacking the complicated Ancillary Propulsion System, their wide walker suspension was well-suited to cut through the entangling undergrowth and not sink into the swampy earth.

Armor plating on Japanese tanks and walkers was relatively primitive, and rarely used the advantage of sloping armor to deflect enemy rounds. Perhaps in reaction to this, Japan developed stealth devices instead, such as engine baffling, heat sinks and camouflage netting; they would later add electronic countermeasures, including chaff, flares and sensor jamming. These inventions would only compound the Japanese's' reputation for trickery.

BIOLOGICAL SCIENCES

Hitler was obsessed with racial purity and the concept of the 'Master Race'. Immediately upon his rise to power, he initiated a program of eugenics using the Party's faithful to provide the very best and brightest of the Aryan stock. These individuals were placed into state-run boarding schools and subjected to rigorous training and dietary regimes. Extensive indoctrination into the National Socialist ideals was an integral part of the entire process. The harsh program caused numerous candidates to withdraw or drop out, leaving only the most resilient participants to be counted among the ranks of the future 'Ubermench.' While exceptional individuals with capabilities far in excess of the average person were created, the program produced but a handful of successful candidates. It was clear that traditional methods would be incapable of producing the results the Fuhrer demanded — a new approach was needed.

Superscience brought the answer. A new program involving chemical and pharmacological processes was undertaken. Owing to the highly experimental, and sometimes lethal, nature of the chemical cocktails used, test subjects were drawn from the ranks of 'undesirables' in Nazi concentration camps. The program, initially undertaken in 1939, was still to produce tangible results by 1942. Furious with the lack of progress, Hitler threatened to close down the entire project, until fate stepped in and researchers stumbled onto one of the most horrifying weapons to emerge from the global conflict.

• REBORN SOLDIERS

It was at a secluded research facility that a startling discovery was made. After one serum test, where all but three subjects expired, the bodies of the test subjects were taken to the morgue to be prepared for autopsy. As the attendant was prepping them, he was horrified to see one of the corpses sit up and begin to move around! Stunned scientists began an intensive study to ascertain just what had happened. It was found that the 'subject' had a high level of neurotransmitters in his blood that were still carrying electrical signals to the muscles, effectively 'animating' the subject. This animation could be produced in both live and dead subjects as long as the brain was undamaged, and lasted around twelve hours. It was discovered that by careful administration of electrical current, a rudimentary control could be imposed over the subject, forcing it to move in a specific direction or even heighten its aggressiveness.

By 1941, German researchers had developed a control pack consisting of a radio controller, automatic serum injector and an electrical pulse unit. When deployed, a signal was sent to the harness that activated the auto-injector and animated the corpse. Small electric charges were then sent directly into the brain, providing rudimentary directional control for the creatures. Once the zombies reached their intended target, the controller would alter the electrical signals and send them into a killing frenzy.

Used primarily to break up infantry assaults, these 'undead' units proved more valuable for the terror they caused than their combat effectiveness. A favored deployment method was to bury a number of zombies, wait for the enemy to occupy the area, and then activate them via remote control. Often, such traps were left on special activation timers for days or even weeks. The effect of these shambling corpses bursting from the ground in supposedly secure zones caused untold disruption and chaos in the rear areas.

• AUFSCHLIESSEN KRIEGER PROGRAM

With the — albeit questionable — success demonstrated by the creation of zombie in 1941, future funding of the supersoldier program was assured. With data gathered from numerous trial and test subjects, scientists were able to alter and refine the chemical methods used to create the 'walking dead' to produce an enhanced version of the serum. By using a concoction of growth hormones, adrenalin and other chemicals, the performance of the average soldier could be boosted to almost superhuman levels. Using a modified injection harness, similar to those used on Zombie personnel, the 'Aufschliessen Krieger' was conferred all the benefits of existing combat drugs along with enhanced endurance and strength.

The side effects, however, proved staggering. It was found that soldiers could only safely undergo the treatment for a period of a few weeks before the risk of heart attack and drug addiction became unacceptably high. Likewise, the chance of mental instability greatly increased with use. Nevertheless, Hitler considered this a small price to pay for the **Ubermenschen** he craved and by 1943, Aufschliessen Krieger units were beginning to appear on the front lines.

• JAPANESE EFFORTS

Though Germany dabbled in chemical and biological experiments, Japan had the most active biological warfare programs of them all. Establishing a formal biological weapons program near the occupied town of Harbin in Manchuria, Unit 731 became one of the most infamous organizations ever known, eclipsed only by the mass-produced evil of the Nazi's Final Solution. Unconstrained by any recognizable human decency or morality, the Imperial Japanese conducted extensive tests on human "subjects," immeasurably advancing their understanding of biological warfare and processes at a horrendous cost in human lives.

In 1932, the Japanese founded two new secret research bases near Harbin, China – Unit 713 and Unit 100 æ to research biological weaponry. They worked with bubonic plague, anthrax, typhoid, cholera, syphilis and many other pathogens. In pursuit of plague bombs, the scientists at these two centers performed ghastly experiments on Chinese civilians. The subjects were exposed to pathogens with no regard for their life, and then vivisected to collect data. Other experiments to test the limits of human physiology were performed, all of them fatal to the unfortunate prisoners chosen as test subjects.

A byproduct of the biological research at Unit 731 and Unit 100 was the discovery of a pathogen that would produce a catatonic state in test subjects while leaving them open to commands and capable of performing mechanical actions under those commands. The Japanese quickly acted to conduct research on the effects of this unique pathogen, quickly dubbed the 'zombie' drug. The two facilities were reorganized, and Unit 100 became the center for zombie research in 1940. Unit 713 continued to research deadly biological weapons. Once the Japanese forces were in open warfare with Allied troops, the POWs the Japanese captured were used in increasing numbers in the experiments at Unit 100. This practice would change the entire tenor of the war in the Pacific, especially after the Japanese made liberal use of 'monster' forces on the Australian front.

WEAPONS

The Axis used a vast number of Superscience weapon. Great strides in computator construction and electronic miniaturization allowed many systems to be constructed for the use of infantry and small vehicles. Below are the Rules and game statistics relating to the numerous Superscience weapons deployed up to 1943. Unless noted otherwise, they can be used by any Axis forces.

To use them, simply add the listed Threat Value cost to the cost of the unit (before any TV adjustment due to Morale or Skill Level is done).

LASER WEAPONRY

The retreat at Dunkirk had netted the Germans a great deal of British war materials, including several working examples of the new experimental laser weapon. After several months of testing and redesign, the first prototypes were ready for field-testing. Fitted to existing vehicles in place of their main armament, the weapon used a chemical battery to provide the necessary electricity to fire. These primitive batteries were temperamental and required constant maintenance in the field. Initially a bulky system, later developments allowed it to be fitted to PanzerKampfer. Towards the end of the war, even a man portable system was deployed.

The primitive laser devices had a tendency to overheats badly every time they were fired. Roll 1D6 for each attack: if the result is one, then the weapon may not fire for 1d6 rounds.

Laser Weaponry

Weapon	Force	ACC	DM	Range	ROF	Special*	Year	TV
Hvy Laser	German	+1	x9	6/12/24/48	0	AD1	1941	+100
Lt. Laser	All	+1	x5	6/12/24/48	0	AD1	1942	+50
Inf. Laser	German	+1	x4	1/2/4/8	0	AD1	1943	+20

*AD: Attenuating Damage. DM drops by one for each Range Band after Short.

NAHVERTEIDGUNGSWAFFE

Throughout the war the Germans developed a number of close in weapons systems to protect Panzers and PanzerKampfer from infantry attack. One of the more successful attempts was the Nahverteidgungswaffe: it consisted of a modified short range 81mm mortar firing an airburst shell from the turret top. This proved very effective at dislodging infantry that had strayed too close. Unfortunately, it could not discriminate between friends and enemies.

SONIC WEAPONS

Developed by the Kriegsmarine for the Walrus amphibious PanzerKampfer, this wide-angle weapon was fitted to a number of Panzers and used in a land-based role. Extremely effective against unshielded troops and even capable of destroying light vehicles, its main value came from its effect on morale. The high pitched sound caused extreme pain in unprotected targets, often causing involuntary flight. The sound wave tended to dissipate quite rapidly, but despite this it became a feared weapon.

Any unprotected unit or vehicle suffering an attack by this weapon is required to make a Morale check at a +2 Threshold. All vehicles are treated as if having the Exposed Crew Flaw if attacked.

Insulation Failure: roll 1D6 every time the weapon is fired. On a 1 the insulation fails, resulting in a random unit within 10 MUs being subjected to an attack by the weapon. If no other units within 10 MUs, then the attacker is hit instead.

GUIDED ROCKETS

The Luftwaffe had been extensively involved in developing guided weapons to be used in precision bombing. Radio and later wire guided methods had be researched and deployed by the late 30's. With the encounters of heavy armor in Russia a desperate need for an effective and accurate anti-tank system was created. Coupling the advances in rocketry and guiding systems it became feasible to mount a guided rocket system on a vehicle-sized platform.

The first to do this was the Tiger EXS, its spacious turret providing the necessary room to mount the bulky guidance equipment. From there, further refinement allowed a infantry portable system to be produced. The R104 needed a crew of three to operate and could be either wire or radio controlled. Fired from emplaced positions they proved highly effective against enemy armor.

The increased threat of aerial attack brought about the development of a guided anti-aircraft rocket. The R98 proved to be too bulky and complex to mount as a secondary weapon system and was only available in small numbers near the end of 1943. Used primarily from fixed positions, this heat seeking weapon provided only mixed results.

PERKS AND FLAWS

Listed below are new Perks and Flaws found on the vehicles of the Axis Armed Forces during World War II, especially the German armies. Perks with the (AUX) are defined as Auxiliary Systems for combat and damage purposes. Perks and Flaws with the (R) designation have a numeric rating.

• ANTI-AIRCRAFT DIRECTOR MASTER/SLAVE

At the outset of the war the Germans were developing a system of integrated fire control for directing several guns onto a single aerial target. Dubbed the Director, it required a dedicated sensor station, or 'Master,' that housed the detection and computator equipment. Using its advanced sensors, this unit would gain targeting data and transmit it down a wire or via radio to the attacking vehicles. Another computator, known as the 'Slave,' would interpret the data and direct the gun to the aiming point.

Anti-Infantry Weaponry

Weapon	Force	ACC	DM	Range	ROF	Special	Year	TV
NVGW	German	-2	x6	0/0/0/0	0	AI, AE0	1941	+10

Sonic Weaponry

Weapon	Force	ACC	DM	Range	ROF	Special	Year	TV
Sonic Projektor	Germ.	-1	x8	2/4/8/16	0	AI, WA(10°), AD2	1941	+30

Guided Weaponry

Weapon	Force	ACC	DM	Range	ROF	Special	Year	TV
R 92	German	+1	x14	5/10/15/20	0	-	1942	+200
R 98	German	+1	x8	5/10/15/20	0	AA	1943	+200
R 104	German	+1	x12	2/4/8/16	0	-	1943	+100

In game terms, this allows a 'Slave' vehicle within 1 MU to attack using the Sensors, Communications and Fire Control modifiers of the Director — essentially, linking its own guns to the Director's and any Slaves firing. Both the Director and Slave units have to be stationary and have functioning Communications to be used. The total TV of the flak group is multiplied by x1.1 (the extra TV is applied to the Director for Victory Points purposes).

• COMMAND PANZER/ KAMPFER

The Blitz Krieg relied heavily on a strong command and control presence at the sharp end of the battlefield. Often, existing vehicles or Kampfer would have additional communications equipment installed at the cost of internal stowage and ammunition. This allowed an existing vehicle or Kampfer to remain battle worthy, and act as a Zug or Kompanie Gruppe leader. More specialized command vehicles were built and were generally reserved for Abteilung command or above.

In game terms, this Perk replaces 30% of any internal stowage space (including passenger capacity) and ammunition stores with a –1/8km Communications set.

• LASER TARGETING SYSTEM

During the research into the captured British Laser system it was discovered that a low intensity beam could be maintained almost indefinitely and could be used to send and receive data. By using a computator it was found that accurate ranging data could be easily obtained, speeding up the process of artillery spotting. The Laser, while no longer needing the long focusing tube, was bulky and needed to be carried by a dedicated artillery spotting vehicle.

This Perk removes the vehicles main gun and ammunition and replaces it with a –1/8km communications set and a painting laser. An artillery spotting vehicle with a laser designator reduces the Threshold for artillery missions by 1.

• RAIL-BOUND

The Germans relied heavily on rail transport to move men and supplies to and from the front. Often these trains were traveling through recently taken areas and needed protection against partisan attack. To this end, a number of specialized armored railway cars were developed throughout the war to provide protection for the rail network. Utilizing obsolete Panzer turrets, their armament was geared around an anti-infantry role.

The vehicle is equipped with railway bogies and is either towed by a train engine or moved under its own power. It can only move along rail tracks and is capable of moving at full speed in reverse.

• REMOTE MACHINEGUN

Another anti-infantry weapon developed by the Germans consisted of a remote controlled pintle mount. It was initially controlled by mechanical means and sighted via the vehicle's vision slits. Later versions became more sophisticated, adding robotic controls aimed from a remote televisor screen. While adding some additional firepower, it required the full attention of a crewmember and was prone to damage.

In game terms, it functions as a standard pintle mount (see page 76 of the **Wargaming Companion**), minus the exposed crew effect.

• SCHURZEN SKIRT ARMOR

During 1941, the Germans began to fit additional plates of 'stand off' armor to a number of tanks. Originally added to combat Soviet Anti-tank rifles, it was found that it also caused the premature detonation of shaped charge or HEAT rounds. Attached loosely to mounting rails around the tank, it protected the hull sides, and the sides and rear of the turret. Made from mild steel, this armor had a tendency to tear off when traversing difficult terrain.

Vehicles fitted with Schurzen gain 4 points to their Armor value against HEAT attacks directed to the hull sides, and sides and rear of the turret. On a failed Dangerous Terrain Test, the protection value drops one point, representing a number of the fragile panels being torn off. On a Fumbled test, all protection is lost. No Dangerous Terrain Test result can affect the protection rating of the turret.

This Perk multiplies the cost of the vehicle by 2. It can be used by walkers.

SCENARIOS

The following pages contain a selection of scenarios depicting a variety of incidents and battles from the first three years of the war. They are all fairly straightforward and can be used as an introduction to the game. Note that all of the scenarios have been designed for a standard 4'x6' area tabletop with miniatures ranging from 1/72 to 1/144. If smaller or larger scales are used, simply adjust the terrain correspondingly. Players are encouraged to experiment and change the scenarios and their victory conditions.

One look at any of the myriad history texts on World War II will provide thousands of ideas for possible scenarios. Not all battles were set piece affairs. Small actions were common, perhaps a clash of two patrols in the darkness, a raid on an unsuspecting ammo dump, an ambush on a supply column; the possibilities are limited only by one's imagination. As is often the case, Players can simply arrange their tabletop terrain to their mutual satisfaction and then just have at it.

Balancing the forces in presence may be a little arduous at first. The majority of forces on any side of a battle should be made up of the "mudfoot" regular troops. It may not be as glamorous or heroic, but it is more accurate, if one considers the amount of time training and expense that goes into creating elite formations. Threat Values can be used to create two equally powerful armies, or the Players can agree on the forces they will field. Often a "balanced" scenario will not result in this case, but real war is not a balanced affair either. Historically, commanders would not normally consider an attack on an enemy in prepared defensive positions unless they were sure of at least a 3:1 ratio of troops in their favor. Most preferred to have more. To keep the game entertaining, differences in forces can be balanced by interesting (and achievable) victory conditions.

• SCENARIO FORMAT

Mission Briefing: This section will "set the scene" providing the players with the historical context, and outlining the aims of both sides in the battle.

Mission Conditions: This section will detail the game scale and relevant environmental factors of the battle.

Mission Objectives: This section will lay out the specific goals of both forces in the battle.

Order of Battle: This section will list the units available to both sides.

Morale: This section will indicate the Morale Level of the combatant forces at the beginning of the battle.

Terrain and Setup: This section describes the tabletop terrain required to play the scenario, and the starting positions of the combatants.

Complications and Variations: This section is a list of optional variables that players can opt to introduce into each scenario to increase difficulty or to simply expand the size of forces involved.

STREETFIGHT!

Battlefield

Location:	Warsaw, September 25th , 1939
Weather:	Clear
Time of Day:	Morning

Order of Battle

GERMAN UNITS

1 x	39-43 Platoon Pz III Ausf E
1 x	39-43 Platoon PzK IV Ausf A
1 x	39-43 Platoon German Infantry

POLISH UNITS

1 x	Command Squad (Officer w pistol, NCO w rifle, Rifleman w AT rifle, Loader w Rifle, field telephone)
3 x	Squad (NCO w rifle + Satchel charge, Rifleman w AT rifle, Loader w Rifle, Riflemen w rifle + Molotov cocktail x7, Rifleman w LMG, Loader w Rifle, field telephone)

MISSION BRIEFING

The Polish campaign is almost over. With the attack by the Soviets in the east the fate of Poland is sealed. All that remains for the Germans is to clear up the last few pockets of resistance. However this is more easily said than done. The last few units of the Polish army that are still resisting have been forced back into the cities, most notably Warsaw. In this short ranged urban environment they have one last chance to take revenge.

The Germans, overconfident with their easy victories in the countryside, believe their Panzers and Kampfer to be invincible and so send them into Warsaw to crush the last Polish resistance. This is the Poles' chance, at close range from thousands of perfect ambush points they can bloody the Germans' noses before being forced to surrender. They will send a message to the world that tanks and cities don't mix, whether the world listens is another matter.

MISSION OBJECTIVES

The Germans must destroy or drive off the Poles in order to secure this section of town. The Poles simply want to kill as many Germans and destroy as many of their vehicles as possible.

The Germans will win a major victory (2 VP) if they can destroy or drive off the Poles while suffering less than 50% casualties to each platoon. They will win a minor victory (1 VP) if they can destroy or drive off the Poles while only suffering more than 50% casualties to one Platoon. The Poles will win a major victory (2 VP) if they can destroy 6 vehicles. The Poles will win a minor victory (1 VP) if they can kill 20 German infantry and 3 vehicles. Chasing off the Germans isn't good enough as the Poles will be surrendering in a few days anyway.

MORALE

All forces are qualified. (The Poles have had to learn quickly.) This is a High Mission Priority for the Poles and a Low Mission Priority for the Germans (There's no sense in getting killed when the campaign is almost over.)

TERRAIN AND SETUP

The map is an old style Eastern European city with winding streets and multi story buildings. There is one main street running from one end of the board to the other which is wide enough for two vehicles to pass. Most of the other streets are only wide enough for one vehicle and some alleys too narrow for vehicles to pass. The Germans start out on their side of the table, on the main street or the side streets. The Poles start out hidden; if using the chit rules several dummy counters should be placed, no more than eight. The Poles may set up anywhere in the _ of the table closest to their side.

COMPLICATIONS AND VARIATIONS

1: Some of the one vehicle wide streets narrow imperceptibly. Every turn a vehicle travels down a one vehicle wide street that has not been traveled down before by a vehicle its size or larger, roll a d6, on a one the street narrows and the vehicle must stop and reverse out to the nearest intersection.

2: The Poles deploy a number of mysterious objects (upturned dinner plates, blankets strung across the street, big red boxes in the middle of the street, etc) to spook the German armor. Up to six one vehicle wide streets may have mysterious obstacles which Panzers and Kampfer will not cross until they are cleared by infantry. German infantry clear them immediately upon passing over them.

ARDENNES: IMPASSIBLE

Battlefield

Location:	Outside Sedan, May 11th , 1940
Weather:	Clear
Time of Day:	Day

Order of Battle

GERMAN UNITS

1 x	39-43 Platoon Pz II Ausf C
1 x	39-43 Panzer Gren Comp. w/1 x 39-43 Platoon PzK IV Ausf A as its Lt Kampfer Platoon

FRENCH UNITS

2 x	French (Use Vichy French) Command Squad
6 x	French (Use Vichy French) Rifle Squad
2 x	WW I surplus 75 mm field gun
2 x	WW I surplus 37 mm trench gun

Use anti-tank gun carriage with statistics as follows.

Weapon	Nationality	Year	Range	DM	Size
75mm field gun	French	1900	6/12/24/48	x7	9
37mm trench gun	French	1916	2/4/8/16	x5	4

MISSION BRIEFING

A Poor quality French reservist unit is defending this section of the front. They are complacent as the Ardennes in front of them is impassable to tanks. The Phony war seems to have dragged on forever, with only the news from Norway to liven the monotony of trench digging.

Then all of a sudden a maelstrom of fire and death was unleashed upon the hapless French reservists. As Stukas and artillery fire rain from the skies, a few WW I veterans rally the youngsters, but even the veterans tremble at the sight of the armored juggernaught approaching them. For the Germans this is the big one, if they can break through the French lines they can outflank the whole Allied army.

MISSION OBJECTIVES

The Germans objective is to smash through this section of the French line with as much force as possible. Thus the Germans obtain a major victory (2 VP) if they destroy or rout the French while keeping 50% of their vehicles mobile *and* having enough halftracks mobile to carry 50 % of their infantry *and* have 50% of their infantry alive. A minor victory (1 VP) for the Germans is destroying or routing the French with only two of the above three criteria. The French are disorganized and have no real objective apart from thwarting the Germans. A French major victory (2 VP) is achieved if neither the German major or minor victory conditions are met. A French minor victory (1 VP) is achieved if the Germans achieve only their minor victory conditions.

MORALE

All German units are Veteran, and all French units are Rookie. This scenario is High mission priority for the Germans, and Medium mission priority for the French who are demoralized by the massive assault.

TERRAIN AND SETUP

The battlefield consists of lightly wooded rolling hills with the frequency of the woods increasing towards the German edge. The French are dug in anywhere in their half of the board. The Germans enter on their edge on the first turn.

COMPLICATIONS AND VARIATIONS

1: Add a Char B1- Bis to the French forces

2: Add a Char AMX –42 A "Grognard" to the French forces. Add a platoon of Pz III Ausf F to the Germans

3): A Detachment of five British Cavalier I's is being demonstrated in the area. Upon hearing of the German attack, they immediately head towards the front lines. On Turn Five, they arrive on the French table edge.

OPERATION SEA LION

Battlefield

Location:	Dover Beaches, August 26th , 1940
Weather:	Clear
Time of Day:	Day

Order of Battle

GERMAN UNITS	
1 x	39-43 Marine "Sea Lion" Company
BRITISH UNITS	
1 x	Platoon 4 x Matilda II
2 x	Cavalier III
2 x	Command squad
5 x	Rifle squad
2 x	MG team

MISSION BRIEFING

This is the only attempt by German surface forces to land on the British isles. The Sea lions were heavily bombarded as they came ashore and it soon became apparent that the operation was a failure. The Fallschirmjager component of the attack suffered even more heavily and were desperately trying to reach the beach head. One company of Sea lions was gathered to link up with the Fallschirmjager inland and aid their escape. They are pushing against a thin British cordon between the beach head and the Fallschirmjager.

MISSION OBJECTIVES

The Germans have to destroy or rout the British in order to open a corridor to link up with the Fallschirmjager and enable their escape. The Germans achieve a major victory (2 VP) by destroying or routing the British. There are no minor victory conditions as nothing else will save the Fallschirmjager. The British achieve a major victory (2 VP) by destroying or routing the Germans. The minor victory (1 VP) conditions are the destruction of at least 50 % of the German Vehicles and 50% of the German Infantry.

MORALE

The Germans are Veterans. The British are Qualified. The scenario is a High Mission Priority for the British and a Medium Mission Priority for the Germans.

TERRAIN AND SETUP

The terrain consists of hedged fields and sunken lanes. The sunken lanes make any unit in them dug in except to any other unit in the same sunken lane. The British set up anywhere on their half of the table. The Germans enter the table on their side on the first turn.

COMPLICATIONS AND VARIATIONS

1: A platoon of Fallschirmjager attempts to break out and enters on the British edge on the 3rd turn.

2: The British get a platoon of Home guard, consisting of 1 Command squad and 3 rifle sections, they are rookies but they have Molotov cocktails and a Flamethrower team of two men with 1 Flamethrower and 2 rifles. The Flamethrower is homemade and will explode any time the crew fires it and rolls a 1.

BREAKOUT AT KIEV

Battlefield

Location:	Outside Kiev, September 18th, 1941
Weather:	Clear
Time of Day:	Day

Order of Battle

GERMAN UNITS	
1 x	39-43 Infantry Heavy weapons Platoon
1 x	39-43 Infantry Platoon
1 x	PzJg I
1 x	PzK V Ausf B "Valkurie"
SOVIET UNITS	
1 x	T34/76 A
2 x	BT 7
3 x	BA 10
1 x	Company HQ squad
3 x	Command squad
9 x	Rifle squad

MISSION BRIEFING

The Germans have Kiev surrounded and the noose is tightening. Desperate Soviet troops attempt to break out of the ring of steel but since they are panicked and disordered, few succeed. Occasionally a Soviet commander retains control of his unit and attempts and orderly breakout. This is one such case. The German force has been moved up in the wake of the Panzers to maintain the net around the million Soviet troops in the Kiev pocket. They are to prevent breakouts but they are unprepared for one as well coordinated as this. The Soviet force is company that has maintained its unit cohesion and even picked up a few loose armored vehicles. The Soviet commander has impressed upon his men the need to stick together if they are to get out of this alive.

MISSION OBJECTIVES

The Soviets have one objective, to escape death or capture by the German forces. To that end they achieve a major victory (2 VP) if they can exit more than 50% of their infantry from the German edge. They achieve a minor victory (1 VP) if they exit 25 % of their infantry from the German edge. The Germans have to kill or drive back the Soviets. In addition the T34 is a high priority target which can cause massive carnage behind the lines. The Germans achieve a major victory (2 VP) if they can destroy the T34 and destroy or drive off more than 50 % of the infantry. They achieve a minor victory (1 VP) if they destroy or drive off 50 % of the infantry *or* destroy the T34 and destroy or drive off 25 % of the infantry.

MORALE

All the soviet units are rookie and all the German units are Veteran. The scenario is a High Mission Priority for the Soviets and a Medium Mission Priority for the Germans. (If things get tough they can always let the Soviets go.)

TERRAIN AND SETUP

The map consists of rolling steppe with a few patches of rough and trees there is one small farm near the center with a dirt track leading to it. The farm is the German HQ with one of the platoon HQs in it. The table is played along its short axis. The Germans are dug in on their half of the table while the Soviets enter on turn one from their table edge.

COMPLICATIONS AND VARIATIONS

1: Replace the T34 with a KV1 and add a platoon of 5 Pz III Ausf F to the German side.

2: Remove all vehicles and the vehicle criteria from the Victory conditions and set the scenario at night.

3: Change the T34 to a B, add 2 x PzJg I to the Germans and change the Soviet victory conditions to include the T34 escaping as well as the % of infantry.

DESERT FOX

Battlefield

Location:	Alam Halfa, August 31st , 1942
Weather:	Clear
Time of Day:	Day

Order of Battle

GERMAN UNITS	
Pz Company consisting of:	
1 x	Pz III Command HQ
1 x Platoon	5 x Pz III Ausf F
1 x Platoon	5 x Pz III Ausf J
1 x Platoon	5 x Pz IV Ausf F
1 x Hvy Kampfer Platoon	5 x PzK V "Valkurie" Ausf B
BRITISH UNITS	
1 x Platoon	5 x Grant II
1 x Platoon	5 x Infantry Quadruped MK I "Wagsworth"

MISSION BRIEFING

This is the Afrika Korps' last chance to break through to the Nile and the Suez canal. Rommel has pushed this far forward but the Panzerarmee Afrika is almost out of supplies with a supply chain thousands of kilometers long, under constant Allied attack from land, sea and air. To make matters worse Rommel has received information that an Allied convoy carrying over 270 new Sherman Tanks and 100 Longstreet walkers is approaching Suez from the south and will arrive within two weeks. Unless he can meet these reinforcements on the docks Rommel has no hope of conquering North Africa. Indeed when the British are reinforced with these powerful new weapons Rommel's position may become untenable. Finally to cap it all off the British have a new commander, the calm and methodical Montgomery, who is unlikely to be fazed by Rommel's reputation or maneuverings and who has an uncanny ability to instill this calm confidence in his troops. This is Rommel's greatest challenge. Can he win through?

MISSION OBJECTIVES

The Germans must destroy or drive off the Allied armor whilst maintaining sufficient force to push on to the Nile. In order to achieve a major victory (2 VP) they must destroy or rout the British force whilst having more than 50% of their vehicles mobile. They achieve a minor victory (1 VP) if they destroy or rout the British whilst retaining the mobility of 25% of their vehicles. The British achieve a major victory (2 VP) if they destroy or rout the Germans. They achieve a minor victory (1 VP) if they destroy, rout or immobilize more than 75 % of the German vehicles.

MORALE

The British are qualified and the Germans are Veteran. This is a High Mission Priority for both sides as the fate of North Africa, indeed the war, may hinge upon this battle.

TERRAIN AND SETUP

This is a large battle and the table must be at least 60 MU across the short axis. The German half of the table is flat with occasional patches of rough. The British half is the gradual slope up to Alam Halfa ridge, it is all rough. The British are dug in anywhere in the quarter of the table closest their edge, the Germans enter on their edge on the first turn.

COMPLICATIONS AND VARIATIONS

1: The Germans add a platoon of 5 Pz IV Ausf F2s the British add two 25 –Pdr barrages.

2: There are occasional patches of soft sand. Every turn a vehicle moves roll 2 D6, on a 12 the Vehicle is immobilized, but is towed out as soon as the shooting stops, and so does not count as immobilized for the purposes of Victory Conditions. Add random shutdown 1 to the British Grants as they are old and worn out by the desert.

3: The Germans add a platoon of 5 Pz IV Ausf F2s, the British are reinforced on a random table edge, except their own, by 10 x Veteran New Zealander Valentine Is on the 5th turn. The New Zealanders have staged a ferocious counter attack to the west and these Valentines trying to attack the Germans in the rear.

THE GREATEST TANK BATTLE

Battlefield

Location:	Prokhorovka, Near Kursk July 12th, 1943
Weather:	Clear
Time of Day:	Day

Order of battle:

GERMAN UNITS	
1 x Platoon	Pz VI Ausf E Tiger
1 x SS Panzer Platoon	Pz V Ausf D
1 x SS Hvy Kampfer Platoon	5 x PzK VII Ausf A "Uller"
SOVIET UNITS	
1 x Tank Battalion	18 x T34/76 B, 4 x T34/76 B Command
1 x Walker Company	5 x G 27 Combat Walkers

MISSION BRIEFING

This is the greatest tank battle in history with over 900 Soviet armored vehicles being deployed against 600 German on a battlefield only a few kilometers across. This is one of the turning points of the war. If the Germans can annihilate the Soviet forces in the Kursk salient, victory in the East remains a possibility. If the Soviets can destroy the largest accumulation of German armor ever, then the defeat of Nazism is certain. In order to smash through the Soviet line the Germans have committed their elite 2nd SS Panzer Corps to drive through Prokhorovka to Kursk. In reply the Soviets have counter attacked with the 5th Guards Tank Army, and a swirling confused melee has ensued, since the Soviets have orders to close with the Panthers and Tigers to reduce the German gunnery advantage at range.

MISSION OBJECTIVES

The battle has degenerated into an orgy of destruction. The objectives are simple. To win a major victory (2 VP) each side must destroy or rout their opposition. To achieve a minor victory (1 VP) each side must destroy or rout more than 50% of the opposition's vehicles.

MORALE

The Germans are Elite, the Soviets are Veteran. This is a High Mission Priority for both sides as the fate of the war hinges upon this battle.

TERRAIN AND SETUP

This is a very large battle and the table must be at least 60 MU across the short axis. The terrain is rolling steppe, lightly wooded with patches of rough. There are a few tracks running here and there. Each side enters on their side of the map on the first turn.

COMPLICATIONS AND VARIATIONS

1: Tank Hunters and Destroyers enter the fray. The Germans add one platoon of Marder IIIs, the Soviets add a battery of 4 x SU 76s.

2: Indiscriminate rocket artillery sweeps the table. Katyushas? Nebelwurfers? Who knows? An Acc 0 DM x 20 AE 2 rocket barrage comes down each turn. Divide the table into a 12 x 12 grid, roll the coordinates on this grid and then roll to hit that point as normal.

3: Add a Coy of 5 x KV 1 Cs which rumbles forward to meet the Tigers. Add 1 x Elefant to meet them.

UPDATED WEAPONS TABLE

The weapon stats in the Gear Krieg Companion have not been calibrated for historical accuracy but game balance and ease of use. For example, the 7.5 cm L/ 48, the 7.5 cm L/ 70 and the 8.8 cm L/ 56 all have the same statistics. The following weapon list *provide alternate values for proportional damage and a standardised naming system to avoid duplication.* Hopefully, this table will clarify the status of the various weapons for historical-minded players.

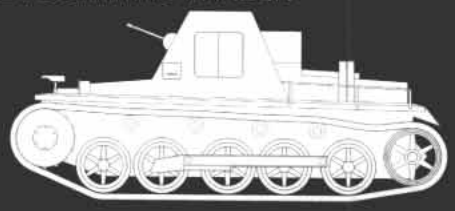
German Weaponry

Weapon	S	M	L	Ex	Acc	DM	Spec	Crew
HOWITZERS + INFANTRY GUNS								
7.5cmL/24Infantry gun	5	10	20	40	0	x7		5
10.5cm Howitzer	6	12	24	48	0	x12	AE 0	6
15cm L 11	5	10	20	40	0	x15	AE 1	NA
28cm Rocket	4	8	16	32	-2	x14	AE1	6
7.5cm Recoilless Gun	5	10	20	40	0	x10		3
FLAK + AUTOCANNONS								
2cm Flak/Kwk30/38	2	4	8	16	0	x5	Rof 1,AE1	3
3.7cm Flak	3	6	12	24	0	x6	Rof 1,AE1	4
3cm Flak	2	4	8	16	0	x6	Rof 1,AE1	4
GERMAN COMMON TANK + ANTI-TANK GUNS								
3.7cm L/ 45 Pak 36	3	6	12	24	0	x7		3
5cm L/42 KwK 38	4	8	16	32	0	x7		NA
5cm L/60 Pak 38	4	8	16	32	0	x8		4
7.5cm L/48 Pak 40	6	12	24	48	0	x11		5
7.5cm L/70 Kwk42	7	14	28	56	0	x15		NA
8.8 cm L/56 Flak 36	6	12	24	48	0	x13		6
8.8cm L/71 Pak 43	6	12	24	48	0	x17		6
128 L 55 Pak 44	6	12	24	48	0	x19		7
17cm L 60 KwK 44	9	18	36	72	0	x21		NA
MISC TANK + ANTI-TANK GUNS								
2.8cm sPzB41	2	4	8	16	0	x8	AD 1	3
4.2cm le Pak 41	3	6	12	24	0	x10		4
7.5cm Pak 41	5	10	20	40	0	x14		5
Bohler 4.7cm	3	6	12	24	0	x8		4
7.62cm AT gun	6	12	24	48	0	x11		5
Skoda 3.7cm	4	8	16	32	0	x7		3
Skoda 4.7cm	4	8	16	32	0	x8		4
ANTI-INFANTRY WEAPONS								
7.92mm LMG	1	2	4	8	0	x2	AI, ROF2	NA
NVGW	0	0	0	0	-2	x6	AI, AE0	NA
MORTARS								
50mm	1	2	4	8	-1	x4	IF, AI, AE0, MR1	Crew 2
81mm Mortar	4	8	16	32	-1	x6	IF, AI, AE0, MR4	Crew 3
120mm Mortar	16	32	64	128	-1	x10	IF, AI, AE0, MR16	Crew 6
DISPOSABLE FLAMETHROWER (ONE SHOT)								
Einstossflammenwerfer	0	0	0	1	+1	x7	ROFf 1, SB, One shot.	
Fliegerfaust	1	2	4	8	1	x5	ROFf 1, AE 1, AA,	

GEAR KRIEG™

PZ I COMMAND PANZER

BY DREAM POD 9



Year in Service:	1938	Maneuver:	-3	Armor:	7/14/21
Threat Value:	20	Fire Control:	-2	Movement:	Ground 3/5
Size:	6	Sensors:	None	Deployment Range:	170 km
Crew:	2	Communications:	-1/8km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed crew), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92 LMG	FF	1	2	4	8	0	x2	2	250	AI, ROF2.

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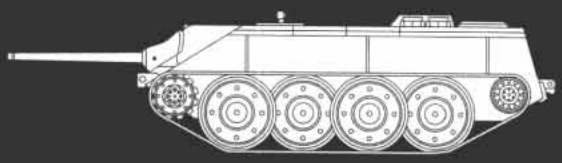
PANZER E 10

BY DREAM POD 9



Year in Service:	1944	Maneuver:	-3	Armor:	10/20/30
Threat Value:	50	Fire Control:	-1	Movement:	Ground 4/8
Size:	7	Sensors:	-2/1km	Deployment Range:	240 km
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Easy to Modify, Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R2, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2.8cm sPzB41	F	2	4	8	16	0	x8	1	47	AD 1
7.92mm LMG	F	1	2	4	8	0	x2	1	1200	AI, ROF2, Coax.
NVGW	T	0	0	0	0	-2	x6	1	16	AI, AE0

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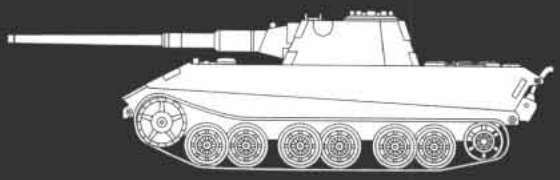
PANZER E 50

BY DREAM POD 9



Year in Service:	1944	Maneuver:	-3	Armor:	17/34/51
Threat Value:	100	Fire Control:	-1	Movement:	Ground 3/5
Size:	11	Sensors:	-2/1km	Deployment Range:	180 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Easy to Modify, Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R4, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L /70	T	6	12	24	48	0	x15	1	83	-
7.92mm LMG	T	1	2	4	8	0	x2	1	-	AI, ROF2, Coax.
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	AI, ROF2.
MG Ammo Bin									3200	
NVGW Mortar	T	0	0	0	0	-2	x6	1	23	AI, AE0

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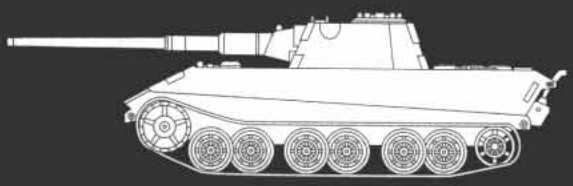
PANZER E 75

BY DREAM POD 9



Year in Service:	1944	Maneuver:	-3	Armor:	20/40/60
Threat Value:	120	Fire Control:	-1	Movement:	Ground 2/4
Size:	14	Sensors:	-2/1km	Deployment Range:	110 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Easy to Modify, Large Sensor Profile (-2 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R5, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm L /71	T	6	12	24	48	0	x17	1	63	-
7.92mm LMG	T	1	2	4	8	0	x2	1	-	AI, ROF2, Coax.
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	AI, ROF2.
MG Ammo Bin									3200	
NVGW Mortar	T	0	0	0	0	-2	x6	1	25	AI, AE0

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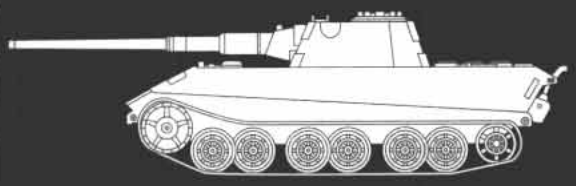
BY DREAM POD 9

PANZER E 100



Year in Service:	1945	Maneuver:	-3	Armor:	26/52/78
Threat Value:	150	Fire Control:	-1	Movement:	Ground 2/3
Size:	17	Sensors:	-2/1km	Deployment Range:	120 km
Crew:	8	Communications:	-1/8km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Easy to Modify, Large Sensor Profile (-3 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R4, front)

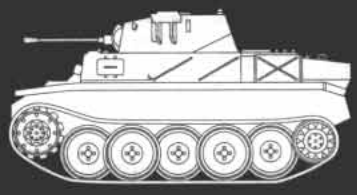
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
17cm KwK 44	T	9	18	36	72	0	x16	1	68	
7.5cm L /48	T	6	12	24	48	0	x11	1	200	Coax.
7.92mm LMG	T	1	2	4	8	0	x2	1	1200	AI, ROF2, Coax.
7.92mm LMG	FF	1	2	4	8	0	x2	1	1200	AI, ROF2.
NVGW	T	0	0	0	0	-2	x6	1	30	AI, AE0

GEAR KRIEG™

BY DREAM POD 9

PZ II L "LYNX"



Year in Service:	1943	Maneuver:	-3	Armor:	10/20/30
Threat Value:	30	Fire Control:	-1	Movement:	Ground 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	160 km
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced armor +3 Armor front

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2cmKwk 30/38	T	2	4	8	16	0	x5	1	330	Rof 1,AE1
7.92 LMG	T	1	2	4	8	0	x2	1	2250	AI, ROF2, Coax.

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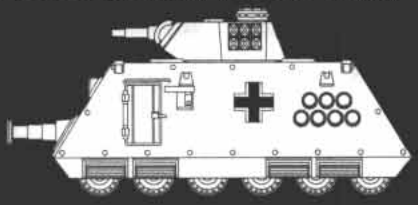
PANZERSPAHWAGEN (RAIL TANK)



Year in Service:	1941	Maneuver:	-4	Armor:	14/28/56
Threat Value:	50	Fire Control:	-2	Movement:	Ground 4/8
Size:	11	Sensors:	None	Deployment Range:	240 km
Crew:	7	Communications:	-1/8km		

PERKS & FLAWS

Buttoned up (-2 to detection or Exposed Crew), Large Sensor Profile (-2 to Concealment), Inefficient Controls (-1 Bonus Action), Rail-bound (May only move on railway tracks)

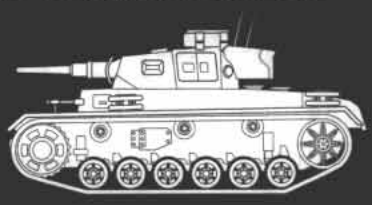
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.62mm LMG	T	1	2	4	8	0	x2	1	-	AI, ROF2.
7.62mm LMG	F	1	2	4	8	0	x2	1	-	AI, ROF2.
7.62mm LMG	L	1	2	4	8	0	x2	1	-	AI, ROF2.
7.62mm LMG	R	1	2	4	8	0	x2	1	-	AI, ROF2.
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	AI, ROF2.
MG ammo Bin	-	-	-	-	-	-	-	-	6000	-
Variant: Artilleriewagen				Year in Service 1942			TV: 70			
Change: Turret LMG to Coax										
Add: 1 x 7.5cm Kwk 37 L24.										
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L /24	T	5	10	20	40	0	x7	1	109	-

GEAR KRIEG™

BY DREAM POD 9

PZ III Z "BORGWARDMIESTER"



Year in Service:	1940	Maneuver:	-3	Armor:	12/24/36
Threat Value:	60	Fire Control:	-1	Movement:	Ground 3/5
Size:	9	Sensors:	-2/1km	Deployment Range:	160 km
Crew:	5	Communications:	-1/8km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced armor +3 Armor front , Remote ControllerMay control Robotic Demo Vehicles

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.7cmKwk L45	T	3	6	12	24	0	x7	1	82	
7.92 LMG	T	1	2	4	8	0	x2	1	3000	AI, ROF2, Coax.
Controls two Borgward IV Ausf Bs										

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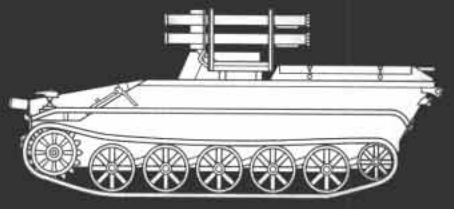
BORGWARD IV AUSF B



BY DREAM POD 9

Year in Service:	1943	Maneuver:	-3	Armor:	6/12/24
Threat Value:	20	Fire Control:	-3	Movement:	Ground 3/5
Size:	4	Sensors:	None	Deployment Range:	160 km
Crew:	0	Communications:	None		

PERKS & FLAWS

Remote Control, Inefficient Controls (-1 Bonus Action), Reinforced Armor (R3, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Demolition charge	-	-	-	-	-	x24	1	-	Self destruct.	

VARIANT: Borgward IV Ausf A TV: 20

Remove: Remote Control, All weapons

Add: Crew (1, Remote Controller), Weapon: Borgward IV Ausf B

Weapons

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Controls two Borgward IV Ausf Bs										

VARIANT: Borgward IV Ausf C TV: 80

Remove: Remote Control, All weapons

Add: Crew: 1 , 1 x Lt Laser

Weapons

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Light Laser	F	6	12	24	48	+1	x6	1	45	AT,AD1

VARIANT: Borgward IV Ausf D TV: 45

Remove: Remote Control, All weapons

Add: Crew: 1 , 6 x PzSchreck

Weapons

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PzSchreck	F	0	1	2	4	0	x12	6	24	HEAT,

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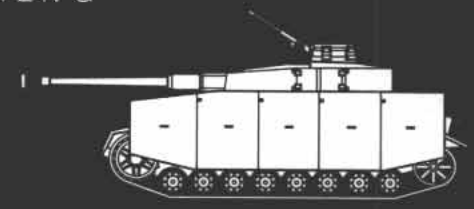
PZ IV G



BY DREAM POD 9

Year in Service:	1942	Maneuver:	-3	Armor:	13/26/39
Threat Value:	60	Fire Control:	-2	Movement:	Ground 3/5
Size:	10	Sensors:	None	Deployment Range:	160 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls(-1 Bonus Action), Reinforced Armor (R3, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L /48	T	6	12	24	48	0	x11	1	64	-
7.92 LMG	T	1	2	4	8	0	x2	1	3000	AI, ROF2, Coax.
7.92 LMG	FF	1	2	4	8	0	x2	1	3000	AI, ROF2,

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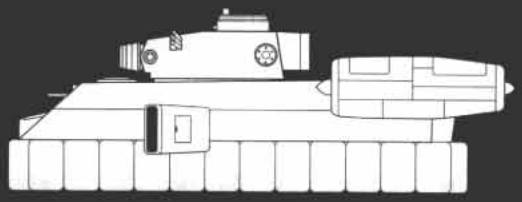
PANZER VII MANTICORE



BY DREAM POD 9

Year in Service:	1943	Maneuver:	0	Armor:	10/20/30
Threat Value:	100	Fire Control:	-1	Movement:	Hover 5/10
Size:	13	Sensors:	-2/1km	Deployment Range:	110 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Defective FC (R1), Large Sensor Profile (-4 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R7, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Heavy Laser	T	6	12	24	48	+1	x9	1	120	AD1
7.92mm LMG	T	1	2	4	8	0	x2	1	2200	AI, ROF2, Coax.
NVGW Mortar	T	0	0	0	0	-2	x6	1	25	AI, AE0

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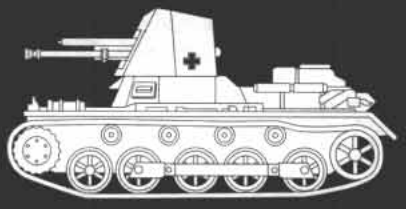
BY DREAM POD 9

PANZERJAGER I



Year in Service:	1939	Maneuver:	-3	Armor:	5/10/15
Threat Value:	30	Fire Control:	-2	Movement:	Ground 3/5
Size:	8	Sensors:	None	Deployment Range:	150 km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Exposed CrewCrew hits are one step worse., Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action)

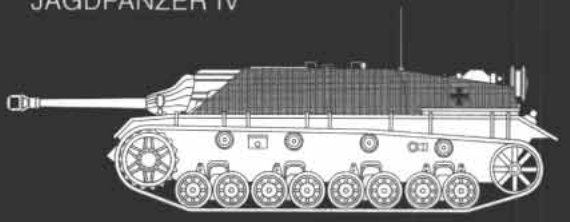
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Skoda 4.7cm	FF	4	8	16	32	0	x8	1	74	

GEAR KRIEG™

BY DREAM POD 9

JAGDPANZER IV



Year in Service:	1943	Maneuver:	-3	Armor:	13/26/39
Threat Value:	60	Fire Control:	-2	Movement:	Ground 3/5
Size:	9	Sensors:	None	Deployment Range:	240 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R2, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5CM L/70	FF	6	12	24	48	0	x15	1	55	-
7.92mm LMG	FF	1	2	4	8	0	x2	1	2000	AI, ROF2
NVGW	T	0	0	0	0	-2	x6	1	21	AI, AE0

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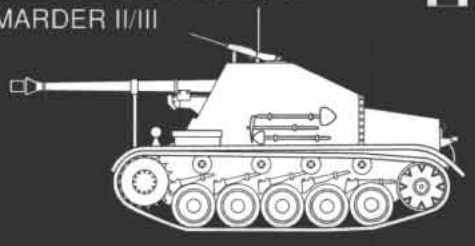
BY DREAM POD 9

MARDER II/III



Year in Service:	1942	Maneuver:	-3	Armor:	7/14/21
Threat Value:	40	Fire Control:	-2	Movement:	Ground 3/5
Size:	10	Sensors:	None	Deployment Range:	200 km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Exposed CrewCrew hits are one step worse., Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L /48	FF	6	12	24	48	0	x11	1	32	-
7.92 LMG	FF	1	2	4	8	0	x2	1	600	AI, ROF2
VARIANT:	Marder II/III (R)			Year in service 1942			TV: 40			
Remove: 7.5cm L /48.										
Add: 1 x Russian 7.62cm AT gun										
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.62cm AT gun	FF	6	12	24	48	0	x11	1	32	-

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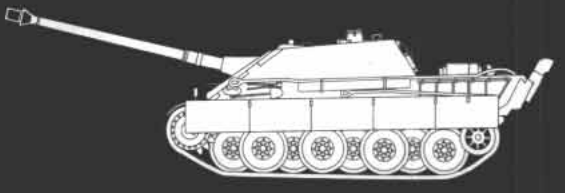
BY DREAM POD 9

JAGDPANTHER



Year in Service:	1944	Maneuver:	-3	Armor:	17/34/51
Threat Value:	80	Fire Control:	-2	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	150 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R5, front)

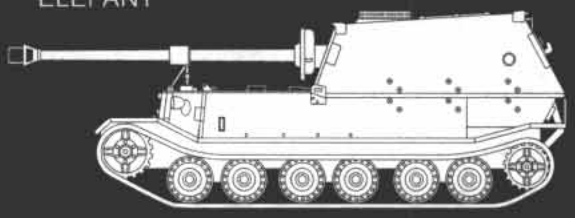
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm L/71	FF	6	12	24	48	0	x17	1	60	-
7.92mm LMG	FF	1	2	4	8	0	x2	1	600	AI, ROF2
NVGW	T	0	0	0	0	-2	x6	1	27	AI, AE0

GEAR KRIEG™

BY DREAM POD 9

ELEFANT



Year in Service:	1943	Maneuver:	-3	Armor:	20/40/60
Threat Value:	60	Fire Control:	-2	Movement:	Ground 1/2
Size:	15	Sensors:	None	Deployment Range:	80 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls(-1 Bonus Action), Reinforced armor +6 Armor front

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm L/ 71	FF	6	12	24	48	0	x17	1	40	-

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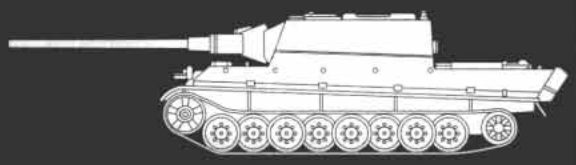
BY DREAM POD 9

JAGDTIGER



Year in Service:	1944	Maneuver:	-3	Armor:	20/40/60
Threat Value:	150	Fire Control:	-2	Movement:	Ground 2/4
Size:	15	Sensors:	None	Deployment Range:	90 km
Crew:	6	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R4, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
12.8cm L /55	FF	6	12	24	48	0	x19	1	38	-
7.92mm LMG	FF	1	2	4	8	0	x2	1	2000	AI, ROF2
NVGW	T	0	0	0	0	-2	x6	1	27	AI, AE0

Variant: SturmtigerYear in service 1944 TV: 120

Remove: 128 Kwk 44 L55

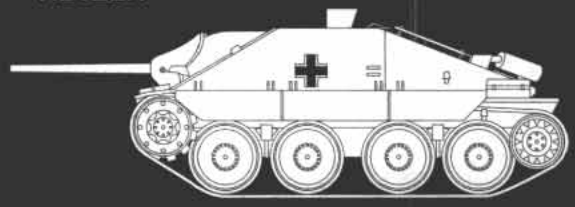
Add: 1 x 28cm rocket launcher

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
28cm Rocket	FF	4	8	16	32	-2	x14	1	15	AE1

GEAR KRIEG™

BY DREAM POD 9

HETZER



Year in Service:	1944	Maneuver:	-3	Armor:	12/24/36
Threat Value:	60	Fire Control:	-2	Movement:	Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	240 km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R3, front)

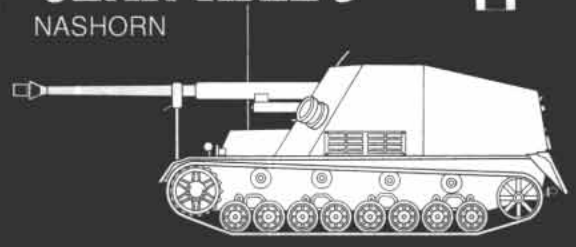
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L /48	FF	6	12	24	48	0	x11	1	41	
Rmt.7.92 LMG	FF	1	2	4	8	0	x2	1	600	AI, ROF2

GEAR KRIEG™

BY DREAM POD 9

NASHORN



Year in Service:	1943	Maneuver:	-3	Armor:	8/16/24
Threat Value:	70	Fire Control:	-2	Movement:	Ground 3/5
Size:	12	Sensors:	None	Deployment Range:	200 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Exposed CrewCrew hits are one step worse., Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm L /71	FF	6	12	24	48	0	x17	1	48	

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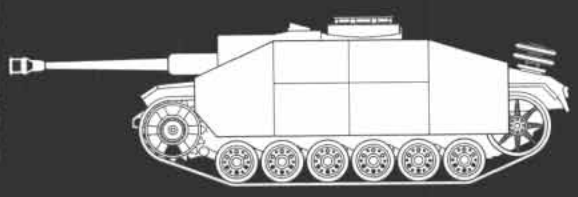
STUG III G

BY DREAM POD 9



Year in Service:	1942	Maneuver:	-3	Armor:	12/24/36
Threat Value:	60	Fire Control:	-2	Movement:	Ground 3/5
Size:	8	Sensors:	None	Deployment Range:	160 km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls(-1 Bonus Action), Reinforced Armor (R3, front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L/48	FF	6	12	24	48	0	x11	1	48	
8mt.7.92 LMG	FF	1	2	4	8	0	x2	1	2000	AI, ROF2
NVGW	T	0	0	0	0	-2	x6	1	19	AI, AE0

BY DREAM POD 9

Variant: Stug III H '42Year in service 1942§ TV: 65

Remove: 7.5cm Kwk 40.

Add: 1 x 10.5cm Howitzer

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
10.5cm Howitzer	FF	6	12	24	48	0	x12	1	33	AE 0

Variant: Stug III CYear in service 1940 TV: 40

Remove: 7.5cm Kwk 40.

Change: Reinforced Armor +2

Add: 1 x 7.5cm L / 24

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L / 24	FF	5	10	20	40	0	x7	1	55	

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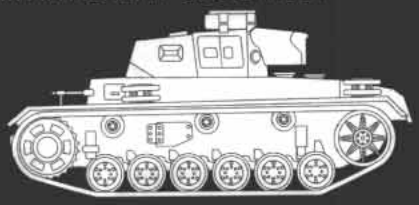
PZ III ARTILLERY OBSERVER

BY DREAM POD 9



Year in Service:	1940	Maneuver:	-3	Armor:	12/24/36
Threat Value:	20	Fire Control:	None	Movement:	Ground 3/5
Size:	9	Sensors:	-2/1km	Deployment Range:	160 km
Crew:	5	Communications:	-1/8km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R3, front) , Artillery observer

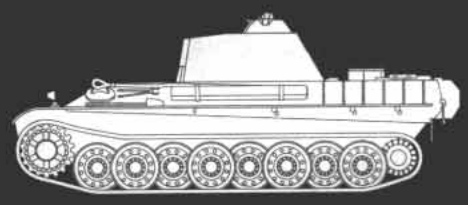
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92 LMG	T	1	2	4	8	0	x2	1		AI, ROF2.
7.92 LMG	FF	1	2	4	8	0	x2	1		AI, ROF2.
MG ammo Bin									3000	

GEAR KRIEG™

PZ V/G ARTILLERY OBSERVER

BY DREAM POD 9



Year in Service:	1943	Maneuver:	-3	Armor:	16/32/48
Threat Value:	20	Fire Control:	None	Movement:	Ground 3/5
Size:	12	Sensors:	-2/1km	Deployment Range:	160 km
Crew:	5	Communications:	-1/8km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced armor +5 Armor front , Artillery Observer

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
None										

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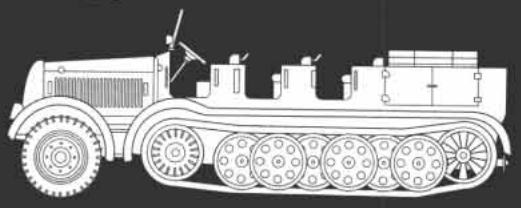
SDKFZ 8



Year in Service:	1935	Maneuver:	-3	Armor:	4/8/12
Threat Value:	10	Fire Control:	-3	Movement:	Ground 4/8
Size:	10	Sensors:	None	Deployment Range:	250 km
Crew:	2	Communications:	None		

PERKS & FLAWS

Exposed CrewCrew hits one step worse, Exposed Fire ControlFire Control hits one step worse, Passenger SeatingSpace for 12 troopers, Inefficient Controls (-1 Bonus Action)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92mm LMG	F	1	2	4	8	0	x2	1	300	AI, ROF2
Variant: Flakwagen 2cm Year in service 1941							TV: 35			
Change: Fire Control:	-2									
Add: Anti-air, 1 x 2cm Flak										
Remove: Passenger Seating.										
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2cm Flak/Kwk30/38		2	4	8	16	0	x5	1	400	Rof 1, AE1

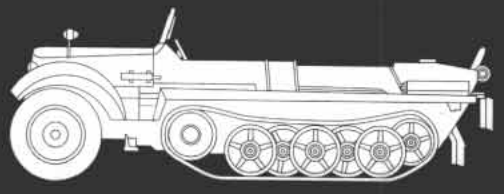
BY DREAM POD 9

Variant: Flakwagen 3.7cm Year in service 1941				TV: 45	
Change: Fire Control:	-2				
Add: Anti-air, 1 x 3.7cm Flak					
Remove: Passenger Seating.					
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.7cm Flak	T	3	6	12	24	0	x6	1	300	Rof 1, AE1
Variant: Flakwagen Quad 2cm Year in service 1942							TV: 80			
Change: Fire Control:	-2									
Add: Anti-air, 4 x 2cm Flak										
Remove: Passenger Seating.										
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2cm Flak	T	2	4	8	16	0	x5	4	400ea	Link, Rof 1, AE1
Variant:"Fliegerschreck" Year in service 1941TV: varies depending on flak group										
Change: Fire Control:	-1									
Add: Director masterAll director slaves in 1 MU gain Masters Sensors, Comms, and Fire Control., Communications -1/10km, Sensors -2/5km										
Remove: Passenger Seating.										

BY DREAM POD 9

GEAR KRIEG™

SDKFZ 10



Year in Service:	1935	Maneuver:	-3	Armor:	4/8/12
Threat Value:	10	Fire Control:	-3	Movement:	Ground 4/8
Size:	8	Sensors:	None	Deployment Range:	250 km
Crew:	2	Communications:	None		

PERKS & FLAWS

Exposed Crew (Crew hits one step worse), Exposed Fire Control (Fire Control hits one step worse), Passenger Seating (8 troopers), Inefficient Controls(-1 Bonus Action)

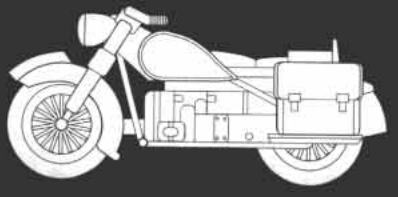
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92mm LMG	F	1	2	4	8	0	x2	1	300	AI, ROF2

BY DREAM POD 9

GEAR KRIEG™

COMBAT MOTORCYCLE



Year in Service:	1938	Maneuver:	+1	Armor:	2/4/6
Threat Value:	5	Fire Control:	-3	Movement:	Ground 4/8
Size:	2	Sensors:	None	Deployment Range:	200 km
Crew:	1	Communications:	None		

PERKS & FLAWS

Exposed Crew (Crew hits one step worse), Exposed Movement (Movement hits one step worse), Passenger Seating (1 trooper)

WEAPONS

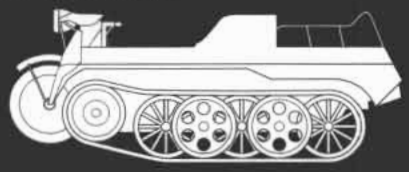
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
None										
Variant:w/ sidecar Year in service 1939							TV: 8			
Change: Maneuver:	0									
Add: Passenger Seating 1.										
Variant:w/ sidecar & LMG Year in service 1939							TV: 10			
Change: Maneuver:	0									
Add: Passenger Seating 1, 1 x 7.92mm LMG										
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92mm LMG	F	1	2	4	8	0	x2	1	300	Rof 2, AI

BY DREAM POD 9

GEAR KRIEG™

BY DREAM POD 9

SDKFZ 2 KLEINES KETTENRAD AUSF B "UHLAN"



Year in Service:	1940	Maneuver:	-1	Armor:	3/8/9
Threat Value:	70	Fire Control:	-1	Movement:	Ground 5/9
Size:	4	Sensors:	None	Deployment Range:	170 km
Crew:	3	Communications:	None		

PERKS & FLAWS

Inefficient Controls (-1 Bonus action), Exposed crew (Crew Hits one step worse), Exposed Fire Control (Fire Control Hits one step worse)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Lt Laser	F	6	12	24	48	+1	x6	1	20	AI, AD1

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BY DREAM POD 9

SDKFZ 251/9

Year in Service:	1943	Maneuver:	-3	Armor:	7/14/21
Threat Value:	40	Sensors:	None	Movement:	Ground 3/6
Size:	7	Fire Control:	-2	Deployment Range:	250 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Exposed Crew (Crew hits one step worse), Exposed Fire Control (Fire Control hits one step worse), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action)

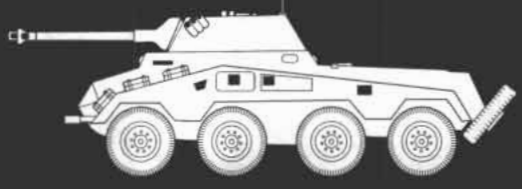
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm L /24	FF	5	10	20	40	0	x7	1	52	-
7.92mm LMG	F	1	2	4	8	0	x2	1	300	AI, ROF2

GEAR KRIEG™

BY DREAM POD 9

SDKFZ 234/ 2 "PUMA"



Year in Service:	1943	Maneuver:	-2	Armor:	8/16/24
Threat Value:	35	Fire Control:	-2	Movement:	Ground 5/10
Size:	7	Sensors:	None	Deployment Range:	300 km
Crew:	4	Communications:	-1/5 km		

PERKS & FLAWS

Buttoned Up (-2 Detection or Exposed Crew), Large Sensor Profile(-1 to Concealment), Inefficient Controls (-1 Bonus Action)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
50cm L /60	T	4	8	16	32	0	x8	1	36	
7.92 LMG	T	1	2	4	8	0	x2	1	2000	AI, ROF2, Coax.

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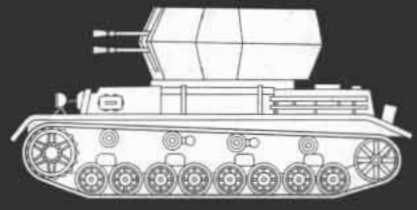
BY DREAM POD 9

FLAKPANZER "WIRBLEWIND"



Year in Service:	1942	Maneuver:	-3	Armor:	12/24/36
Threat Value:	40	Fire Control:	-2	Movement:	Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	240 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Anti-Air, Exposed Crew (Crew hits are one step worse.), Weak point (R2, Fire control), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R2, front)

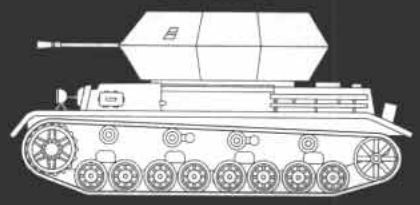
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Quad 2cm Flak	T	2	4	8	16	0	x5	4	800ea	Link, Rof 1, AE: 1

BY DREAM POD 9

GEAR KRIEG™

FLAKPANZER "OSTWIND"



Year in Service:	1942	Maneuver:	-3	Armor:	12/24/36
Threat Value:	55	Fire Control:	-2	Movement:	Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	240 km
Crew:	7	Communications:	-1/3km		

PERKS & FLAWS

Anti-air, Exposed CrewCrew hits are one step worse., Weak point (R 2, Fire control), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced armor +2 Armor front

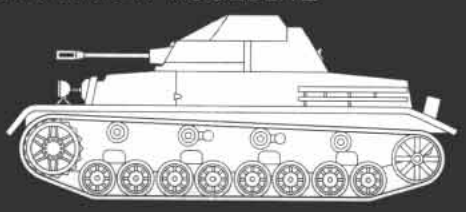
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3.7cm Flak	T	3	6	12	24	0	x6	1	416	Rof 1, AE: 1

BY DREAM POD 9

GEAR KRIEG™

FLAKPANZER "KUGEBLITZ"



Year in Service:	1943	Maneuver:	-3	Armor:	12/24/36
Threat Value:	45	Fire Control:	-1	Movement:	Ground 3/5
Size:	7	Sensors:	-2/1km	Deployment Range:	240 km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Anti-air, Buttoned up -2 to detection or Exposed crew, Defective FC (R 1), Large Sensor Profile (-1 to Concealment), Inefficient Controls (-1 Bonus Action), Reinforced Armor (R2, front)

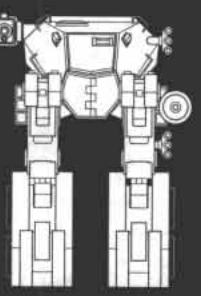
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Twin 3cm Flak	T	2	4	8	16	0	x6	2	300ea	Link, Rof 2, AE: 1

BY DREAM POD 9

GEAR KRIEG™

PZK IX "JAGER"



Year in Service:	1943	Maneuver:	0	Armor:	10/20/30
Threat Value:	60	Fire Control:	-1	Movement:	Type Walk. 3/6 G 4/8
Size:	7	Sensors:	-2/2km	Deployment Range:	170 km
Crew:	2	Communications:	-1/8km		

PERKS & FLAWS

Inefficient controls-1 Bonus action, Defective FC (R1), Reinforced armor +1 Armor front , Weak point (R 1, Movement), 2x Manipulator Arms (R 4, Punch), ECM (1)

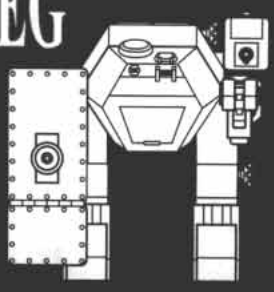
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.8cm Kwk 70	F	2	4	8	16	0	x5	1	40	ROF 1
7.92 LMG	F	1	2	4	8	0	x2	1	250	AI, ROF2.
GrPzFaust	F	1	2	4	8	-1	x16	1	1	HEAT
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obsc: 2

BY DREAM POD 9

GEAR KRIEG™

PZK X "RITTER"



Year in Service:	1943	Maneuver:	-1	Armor:	13/26/39
Threat Value:	170	Fire Control:	0	Movement:	Type Walk. 2/4 G 3/5
Size:	8	Sensors:	-2/1km	Deployment Range:	170 km
Crew:	3	Communications:	-2/4km		

PERKS & FLAWS

Inefficient controls-1 Bonus action, Defective FC (R1), Reinforced Armor (R2, front) , Weak point (R 1, Movement), 2x Manipulator Arms (R 7, Punch)

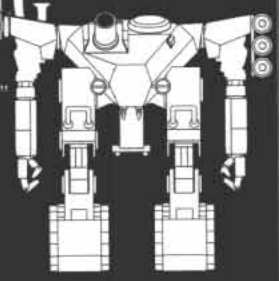
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Hvy Laser	F	6	12	24	48	+1	x9	1	40	AI, AD1.
7.92 LMG	F	1	2	4	8	0	x2	2	250ea	AI, ROF2.
GrPzSchreck	F	2	4	8	16	0	x15	1	8	HEAT
R-92 Missile	F	5	10	20	40	+1	x14	2	-	-
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obsc: 2
Frag. Dischargers	FF	-	-	-	-	-1	x3	4	-	AI

GEAR KRIEG™

PZK XI "ALPENKAMPFER"

BY DREAM POD 9



Year in Service:	1943	Maneuver:	-1	Armor:	10/20/30
Threat Value:	100	Fire Control:	0	Movement:	Walk 2/4, Ground 3/5
Size:	9	Sensors:	-2/1km	Deployment Range:	170 km
Crew:	4	Communications:	-2/4km		

PERKS & FLAWS

Inefficient Controls (-1 Bonus action), Defective Fire Control (R1), Reinforced Armor (R1 Front), Weak Point (R1, Movement), 2x Manipulator Arms (R 6, Punch), Ammo storage (Only ammo in weapon can be destroyed), Stabilizer Mount (10.5cm — need 1 Round preparing to fire)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
10.5cm Howitzer*	FF	15	30	60	120	-2	x12	1	23	AE 0, IF.
7.92 LMG	F	1	2	4	8	0	x2	1	250	AI, ROF2.
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obsc: 2

* This weapon may fire out to artillery range.

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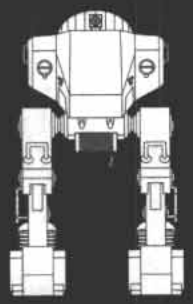
PZK III AUSF A "BEFEHSKAMPFER"

BY DREAM POD 9



Year in Service:	1939	Maneuver:	-2	Armor:	8/12/24
Threat Value:	20	Fire Control:	-2	Movement:	Walk 2/4
Size:	9	Sensors:	none	Deployment Range:	170 km
Crew:	5	Communications:	-1/8km		

PERKS & FLAWS

Inefficient Controls (-1 Bonus action), Exposed Crew (Crew hits one step worse), Weak point (R 1, Movement) Random Shutdown (R 1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92 LMG	F	1	2	4	8	0	x2	1	250	AI, ROF2
7.92 LMG	Rr	1	2	4	8	0	x2	1	250	AI, ROF2

Variant: Ausf BYear in service 1941 TV: 25

Remove: Random Shutdown

Change: Armor 8/16/32

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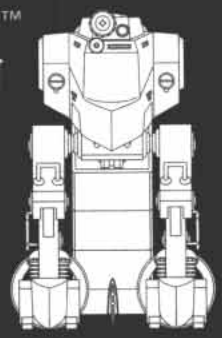
MARINEKAMPFER III AUSF A "WALRUS"

BY DREAM POD 9



Year in Service:	1940	Maneuver:	-2	Armor:	8/16/32
Threat Value:	80	Sensors:	none	Movement:	Walk 2/4 Naval 2/4
Size:	11	Fire Control:	-2	Deployment Range:	170 km
Crew:	4	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls (-1 Bonus action), Weak Point(R 1, Movement), Random Shutdown (R 1), Amphibious

Decreased Maneuver (R2, Water), Passenger Seating (10)

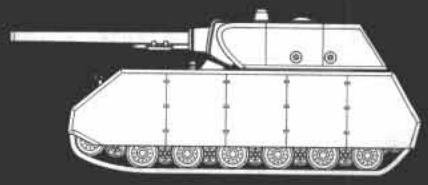
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Sonic Gun	T	3	6	12	24	-1	x12	1	20	AI, WA (10 deg), ADZ.
7.92 LMG	T	1	2	4	8	0	x2	1	250	AI, ROF2, COAX.
7.92 LMG	F	1	2	4	8	0	x2	1	250	AI, ROF2.

GEAR KRIEG™

PKKPFW VIII "MAUS"

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-3	Armor:	26/52/78
Threat Value:	276	Fire Control:	-1	Movement:	Ground 2/3
Size:	19	Sensors:	None	Deployment Range:	100km
Crew:	6	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Defective FC (R1), Inefficient Controls, Large Sensor Profile (R3), Reinforced Armor (R4, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
17cm KwK 44	T	9	18	36	72	0	x16	1	68	-
7.5cm KwK 44L/36.5T	T	5	10	20	40	0	x10	1	200	-
7.92mm LMG	T	1	2	4	8	0	x2	1	1200	ROF2, AI, Coax
7.92mm LMG	T	1	2	4	8	0	x2	1	1200	ROF2, AI, Coax

VARIANTS Protoype, TV: 254 Year In Service: 1943 (Spring)

Remove: 17cm KwK 44

Add: 15cm KwK 44, Random Shutdown (R1)

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
15cm KwK 44	T	7	14	28	56	0	x15	1	68	-

Change: Movement: Ground 1/2

BY DREAM POD 9

PkKpfw VIII "Maus" VARIANTS

Ausf C, TV: 302 Year In Service: 1943

Remove: 7.5cm KwK 44

Add: 1 x Flamethrower, Hazardous Ammo/Fuel Supply

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	T	0	0	1	2	+1	x7	1	300	ROF1, SB

Ausf E, TV: 276 Year In Service: 1943

Remove: Turret Weapons

Add: 2 x 8.8cm KwK 43 L71, Sensors: -2/1km

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm KwK 43 L/71T		7	14	28	56	0	x14	2	236	-

Change: Communications: -1/8km

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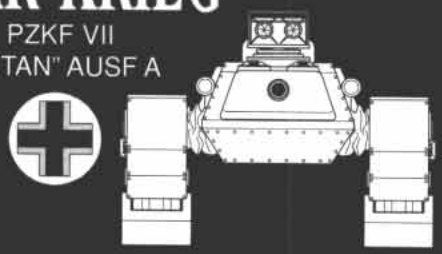
PZKF VII "JUTAN" AUSF A

BY DREAM POD 9



Year In Service:	1944	Maneuver:	-1	Armor:	14/28/42
Threat Value:	210	Fire Control:	0	Move.:	Walker 2/3, Ground 2/4
Size:	9	Sensors:	-2/2km	Deployment Range:	100km
Crew:	3	Communications:	-2/4km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, Overheating, Reinforced Armor (R1, Front), Reinforced Crew

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8.8cm KwK 43 L/71	FF	7	14	28	56	0	x14	1	10	-
7.92mm LMG	F	1	2	4	8	0	x2	1	300	ROF2, AI
R-92 Missile	T	5	10	20	40	+1	x14	2	-	-
Grenades	F	-	-	-	-	-1	x10	-	4	AI
Smoke	FF	-	-	-	-	0	-	1	4	Obsc:2
Frag Dischargers	FF	-	-	-	-	-1	x3	-	8	AI, AE0

BY DREAM POD 9

PzKf VII "Jutan" Ausf A VARIANTS

Ausf B, TV: 205 Year In Service: 1944

Remove: 8.8cm KwK 43

Add: 1 x Flamethrower

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	FF	0	0	1	2	+1	x7	1	30	ROF1, SB

Ausf C, TV: 213 Year In Service: 1944

Change: Movement: Walker 2/3, Rail 5/10

Ausf D, TV: 475 Year In Service: 1944

Remove: 8.8cm KwK 43, R-92s

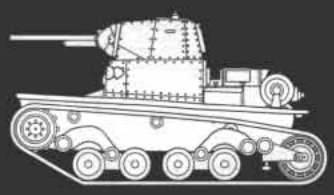
Add: Quad 40mm AA Guns, Anti-Air

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Heavy AA	DT	2	4	8	16	0	x10	4	60 each	Link, AE: 3

GEAR KRIEG™

FIAT L6/40 LIGHT TANK

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-3	Armor:	10/20/30
Threat Value:	31	Fire Control:	-2	Movement:	Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	201km
Crew:	2	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm Breda M35	T	3	6	12	24	0	x5	1	296	-
8mm LMG	T	1	2	4	8	0	x2	1	1560	ROF2, AI, Coax

VARIANTS L6/40 Flame, TV: 66 Year In Service: 1940

Remove: 1 x 20mm M35

Add: 1 x Flamethrower: Hazardous Ammo/Fuel Storage

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	T	0	0	0	1	+1	x7	1	80	ROF1, SB

L6/40 Command, TV: 31 Year In Service: 1940

Remove: Buttoned Up

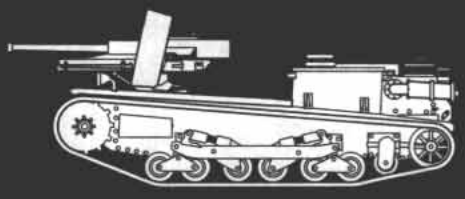
Add: Exposed Crew

Change: Communications -1/8km

GEAR KRIEG™

L40 ANTI-TANK GUN

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-3	Armor:	10/20/30
Threat Value:	20	Fire Control:	-2	Movement:	Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	201km
Crew:	2	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew; Exposed FC, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

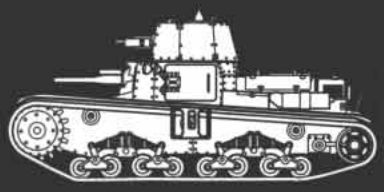
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	F	3	6	12	24	0	x7	1	70	-

GEAR KRIEG™

FIAT M13/40 MEDIUM TANK

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-3	Armor:	12/24/36
Threat Value:	43	Fire Control:	-2	Movement:	Ground 2/4
Size:	8	Sensors:	None	Deployment Range:	200km
Crew:	4	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	T	3	6	12	24	0	x7	1	104	-
8mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
8mm LMG	F	1	2	4	8	0	x2	2	-	ROF2, AI
LMG Ammo Bin	-	-	-	-	-	-	-	-	2592	-

VARIANT

Semovante Commando, TV: 27Year In Service: 1940

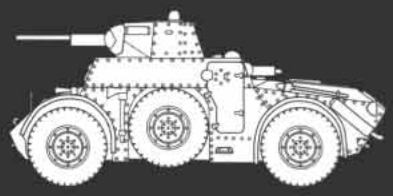
Remove: Turreted Weapons

Change: Communications -1/8km

GEAR KRIEG™

AUTOBLINDA 40 ARMORED CAR

BY DREAM POD 9



Year In Service:	1939	Maneuver:	-2	Armor:	7/14/21
Threat Value:	27	Fire Control:	-2	Movement:	Ground 4/8
Size:	7	Sensors:	None	Deployment Range:	400km
Crew:	4	Communications:	-2/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8mm LMG	T	1	2	4	8	0	x2	1	3048	ROF2, AI
8mm LMG	Rr	1	2	4	8	0	x2	1	2460	ROF2, AI

VARIANT

Autoblina 41, TV: 31 Year In Service: 1940

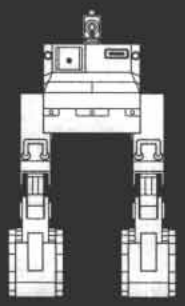
Add: 1 x 20mm M35

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm Breda M35	T	3	6	12	24	0	x5	1	296	-

Change: 8mm LMG T Ammo 2460, Coax

GEAR KRIEG™

LC1/40
LIGHT WALKER



BY DREAM POD 9

Year In Service:	1940 (Late)	Maneuver:	-1	Armor:	8/16/24
Threat Value:	40	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	60km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

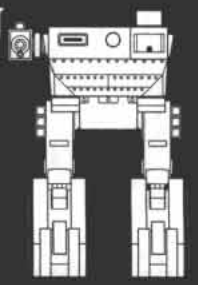
Exposed Crew, Inefficient Controls, Random Shutdown (R1), Weak Point (R2, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Breda M35 20mm	F	3	6	12	24	0	x5	1	30	-
8mm LMG	F	1	2	4	8	0	x2	1	520	ROF2, AI

GEAR KRIEG™

LC42 47/32
MEDIUM WALKER



BY DREAM POD 9

Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	48	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	95km
Crew:	2	Communications:	-2/4km		

PERKS & FLAWS

Exposed Crew, Exposed FC, Inefficient Controls, Overheating, Weak Point (R2, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	F	3	6	12	24	0	x7	1	25	-

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SHIKI 44 SAMURAI

BY DREAM POD 9

Year In Service:	1938	Maneuver:	-1	Armor:	8/16/24
Threat Value:	50	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	95km
Crew:	2	Communications:	None		

PERKS & FLAWS

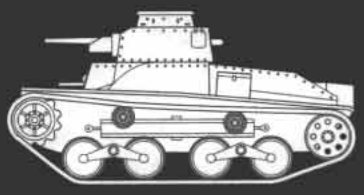
Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, 2 x Manipulator Arms (R6, Punch), Reinforced Armor (R4, Front) , Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Cutting Blade	F	-	-	-	-	0	x8	1	-	AP
7.7mm LMG	F	1	2	4	8	0	x2	1	100	ROF2, AI
7.7mm LMG	Rr	1	2	4	8	0	x2	1	100	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

GEAR KRIEG™

TYPE 95 "HA-GO"



BY DREAM POD 9

Year In Service:	1935	Maneuver:	-3	Armor:	7/14/21
Threat Value:	27	Fire Control:	-2	Movement:	Ground 3/5
Size:	6	Sensors:	None	Deployment Range:	250km
Crew:	3	Communications:	None		

PERKS & FLAWS

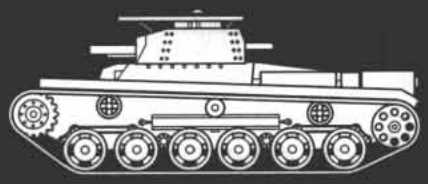
Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
37mm Type 94	T	2	4	8	16	0	x6	1	118	-
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.7mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2970	-

GEAR KRIEG™

TYPE 97 "CHI-HA"



BY DREAM POD 9

Year In Service:	1941	Maneuver:	-3	Armor:	9/18/27
Threat Value:	39	Fire Control:	-2	Movement:	Ground 2/4
Size:	8	Sensors:	None	Deployment Range:	210km
Crew:	4	Communications:	None		

PERKS & FLAWS

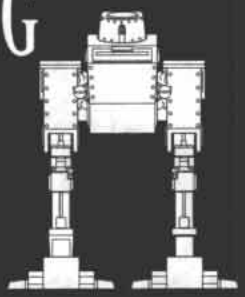
Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Type 1	T	4	8	16	32	0	x8	1	10	-
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.7mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2745	-

GEAR KRIEG™

SHIKI 38 WALKER



BY DREAM POD 9

Year In Service:	1938	Maneuver:	-1	Armor:	8/16/24
Threat Value:	37	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	6	Sensors:	None	Deployment Range:	95km
Crew:	2	Communications:	None		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Teppoyari	F	-	-	-	-	0	x12	-	1	-
7.7mm LMG	F	1	2	4	8	0	x2	1	100	ROF2, AI
7.7mm LMG	Rr	1	2	4	8	0	x2	1	100	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

VARIANT

Shiki 41, TV: 37 Year In Service: 1938

Remove: Unstable

Add: Amphibious; Reinforced Armor (R1, Front)

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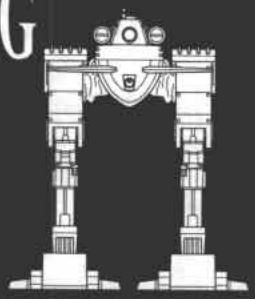
SHIKI 42 ONI

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	37	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	8	Sensors:	None	Deployment Range:	95km
Crew:	2	Communications:	None		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Teppoyari	F	-	-	-	-	0	x12	-	1	-
7.7mm LMG	F	1	2	4	8	0	x2	1	100	ROF2, AI
7.7mm LMG	Rr	1	2	4	8	0	x2	1	100	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

VARIANT

Shiki 41, TV: 37 Year in Service: 1938

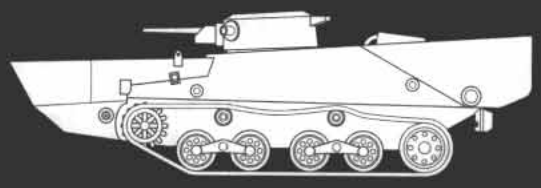
Remove: Unstable

Add: Amphibious; Reinforced Armor (R1, Front)

GEAR KRIEG™

TYPE 2 AMPHIBIOUS

BY DREAM POD 9



Year In Service:	1935	Maneuver:	-3	Armor:	7/14/21
Threat Value:	40	Fire Control:	-2	Movement:	Ground 3/5, Naval 1/2
Size:	8	Sensors:	None	Deployment Range:	200km
Crew:	3	Communications:	None		

PERKS & FLAWS

Amphibious, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

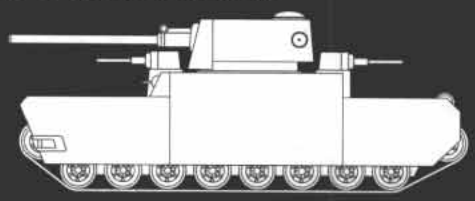
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
37mm Type 94	T	2	4	8	16	0	x6	1	119	-
7.7mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2970	-

GEAR KRIEG™

TYPE 100 ULTRAHEAVY

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-3	Armor:	18/36/54
Threat Value:	180	Fire Control:	-2	Movement:	Ground 2/3
Size:	16	Sensors:	None	Deployment Range:	200km
Crew:	11	Communications:	None		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R2), Reinforced Armor (R4, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
105mm Gun	T	6	12	24	48	x12	1	30	-	
37mm Type 94	F	2	4	8	16	0	x6	1	120	
37mm Type 94	Rr	2	4	8	16	0	x6	1	120	
7.7mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.7mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	3000	-

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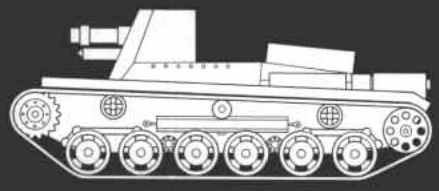
TYPE 1 HO-RO

BY DREAM POD 9



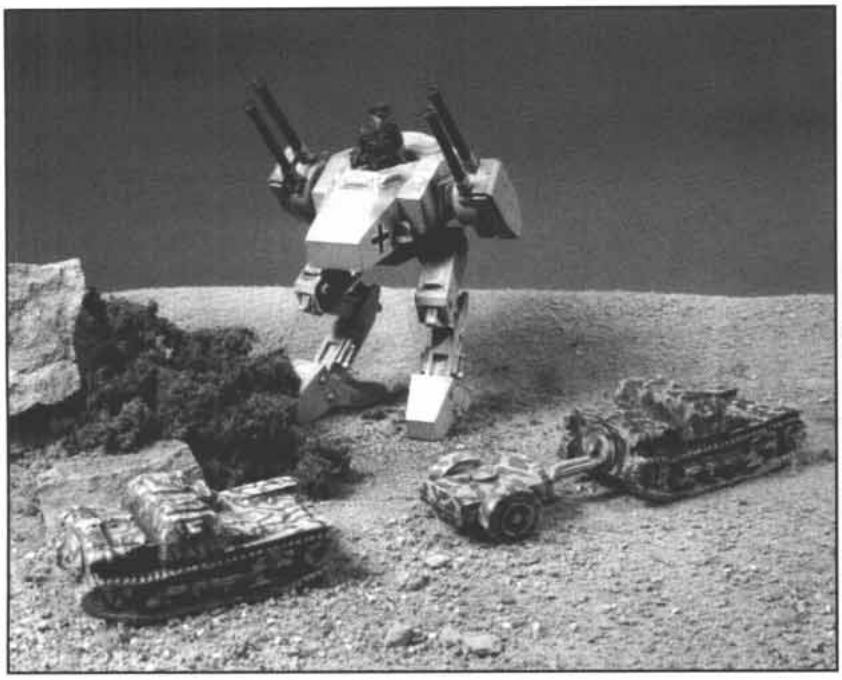
Year In Service:	1941	Maneuver:	-3	Armor:	9/18/27
Threat Value:	50	Fire Control:	-2	Movement:	Ground 2/4
Size:	8	Sensors:	None	Deployment Range:	200km
Crew:	4	Communications:	None		

PERKS & FLAWS

Exposed Crew, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R3, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
150mm Howitzer	FF	4	8	16	32	0	x15	1	10	-
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	1000	-



APPENDIX: CAMOUFLAGE SCHEMES

The Wehrmacht was the only army during WWII to make extensive use of elaborate camouflage, both on its vehicles and in clothing issued to its troops. A dizzying array of markings, numbers and insignia were employed to identify vehicles during the war, so much so that entire books have been dedicated to the subject. For much of the war, however, individual unit commanders had wide discretion in how they chose to camouflage and identify their vehicles.

GERMANY

1939 to 1942: all Wehrmacht vehicles were painted Panzer Grey when they left the factory. Vehicles earmarked for North Africa were painted Desert Yellow, though many arrived still painted Panzer Gray due to time constraints and material shortages. Little existed in the way of formalized camouflage schemes, with most attempts being made on the Russian front during the winter. Frequent coats of white wash were applied to mimic snow, but they wore off easily and needed frequent reapplication. Often, markings were just painted around to preserve them.

This period saw great diversity in markings, particularly the national cross. Originally solid white, it proved an excellent aiming point for Polish gunners. Repainted a "low visibility" yellow for the remainder of the campaign, it made identifying vehicles difficult in the heat of battle. Prior to Operation Barbarossa, a new black cross, outlined in white, was adopted as the standard national marking. Apart from the vehicle's numeric designation, the Division emblem, generally consisting of a basic geometric shape, would often appear either on the front right or rear left of the vehicle. A bright red Nazi flag was often draped across the upper surfaces of a vehicle to assist in aerial recognition.

1942 to 1943: a standard set of three colors was adopted. Dark Yellow was used as an overall base color, with patches of Red Brown and Olive Green applied on top to break up the outline of the vehicle. There were no standard patterns laid down by O.K.W.: camouflage was left up to individual crews, with most using large irregular shapes or stripes. Additional stowage was still commonplace, especially in Africa and Russia. With increased hostile air activ-

ity, however, aerial recognition flags virtually disappeared.

To standardize field designations, O.K.W. produced a three-digit numbering system. The first digit represented the vehicle's Kompanie, the second was its Zug number and the third denoted the vehicle itself. For example, a vehicle with a '324' designation would be the 4th vehicle of the 2nd Zug of the 3rd Kompanie. The three-digit are generally displayed on the right hand side of the vehicle's turret or superstructure, though it may appear on both sides; walkers sometimes wore it on the leg, to make it easier for infantrymen to see. The national cross is present on both sides of the turret or superstructure and could be displayed on the rear of the vehicle.

1943: this era saw increasingly complex camouflage patterns. These were frequently applied at the factory and had great uniformity. Despite this formalization, shortages in materials meant it was still common to see vehicles displaying unofficial schemes — or even deployed in the base Dark Yellow. Some units found it prudent to alter the three-digit sequence of their command vehicles to avoid enemy gunners (this was never made official and was seen only on the Ostfront). Because of extensive Allies air cover, there was widespread use of foliage to obscure vehicles from the air.

IMPERIAL JAPAN

All Japanese armored vehicles, tanks and walkers, were painted either a deep dark green or a dark yellow-brown. Camouflage was often added with a pattern of yellow-brown wavy lines to green vehicles or green spots to a yellow brown one. Tanks had a small white star on the front of the hull, while walkers were emblazoned with a chrysanthemum Mon (badge) prominently displayed on the chest. As both the Imperial Army and Navy had their own ground forces, Army walkers and vehicles sported a Red Sun on a white field (the "meatball") and the Navy used the Rising Sun. Japanese ground troops wore a combat uniform of yellow-brown, with a dark green helmet or cloth cap.

ITALY

The paint schemes used by the Italian army were as varied as their vehicle designs and the theatres in which they operated. The early war schemes consisted of an overall flat tan. Infantry uniforms were khaki, with brown leather equipment. A steel helmet painted tan, or a white sun helmet, was worn. The Bersaglieri wore a spray of green cock feathers on the side of their helmets; some walker crews adopted the practice for their vehicles.

Later on in the conflict, some vehicles displayed a wavy combination of sand yellow, chocolate brown and mid-green. Eventually, this gave way to a mottled sand and dark olive green scheme. The exact pattern was left much to the discretion of the painter: some consisted of spots and patches, others of thin, wavy lines or even rings. Desert camouflage consisted of a sand background with olive green patches painted over it. If the local vegetation was comparatively dense, this was sometimes reversed, with green overall with sand patches. Over dry, barren sand, the green was replaced by a terracotta color.

A white recognition band was often painted somewhere on the hull. Guns and engine cowlings were sometimes painted in white or other distinctive colors; some units further customized this with their personalized insignias.

A

Afrika Korps 14
Alpini Troops 91
Ardennes 104
Armor, German 20-23
Armor, Italian 88
Armor, Japanese 76-77
Arms Race 93
Army, Italian 86
Artillery, Italian 90
Artillery, Japanse 76, 79

B

Barbarossa, Operation 13
Battle of Britain, the 11
Biederfeld, Klaus 95
Biological Sciences 98
Black Code, Operation 84
Blitzkrieg 5, 9, 17, 20, 24, 28, 32, 41, 63

C

Cavalry 56
Combined Arms 17, 65
Command 18
Condor Legion 9
Crete 12

D

Datacards 110
Day of Infamy 63
Desert Fox 107

E

Eastern Front 83
Engineers, Combat 71
English Channel 10

F

Fallschirmjagers 41-44
Field Operations 66
Field Roles 68
Flak Groups 48
Flaws 100

G

Gebirgsjagers 55
Germany 9
Gliders 45
Greater Asia Co-Prosperity Sphere 62
Greece 12, 82
Grossdeuchland, Panzergrenadier Division . 24
Guided Rockets 100

H

Heer 19
Heinrici, Generaloberst Gotthard 19
Hovertanks 97

I

Imperial Army 67
Imperial Marines 74
Imperial Plans 64
Imperialism, Japanese 61
Infantry, German 28-31
Infantry, Italian 87
Infantry, Japanese 68-69
Italy 80

J

Japan, Empire of 60

K

Kampfgruppe 11, 18
Kiev 106
Kommando 54
Koumajutsu Troops 72

L

Laser Weaponry 99
Lightning War 17
Luftwaffe Field Divisions 40
Luftwaffe 40

M

Manchukuo 62
Mechanized Infantry 70
Mechanized Warfare 17
Motorcycle Units 47
Muller, Wolfgang 93

N

Nahverteidgungswaffe 100
Naval Assault Units 83
North African Campaign 82

O

Oni 75

P

Pact of Steel 81
Panzergrenadiers 24-27
Panzers 20-23
Paratroops 40
Peiper, Joachim 36
Perks 100

R

Recon Units 47, 78, 89
Robotic Demolition Units 52
Rockettruppen 54
Rommel 82, 107
Russia 15, 62

S

Scenarios 102
Schwere Panzer Abteilungen 49
Sea Lion 11, 58, 105
Signal 11
Sonic Weapons 100
Spanish Civil War 81
Special Forces 73
Special Rules, Infantry 28, 68
SS Foreign Volunteer Units 33
SS Infantry 33
SS Panzer Units 33-35
SS Panzergrenadiers 36-39
SS/Waffen SS 32
Streetfighting 103
Sturmgeschutz Abteilungen 50
Sturmpioneers 51
Supersoldiers 59

T

Tactics 66, 86
Technology 92, 99
Terminology, German Military 19
Terminology, Italian Military 86
Terminology, Japanese Military 67
Thor's Hammer 15, 96

U

Ubermenschen 59

V

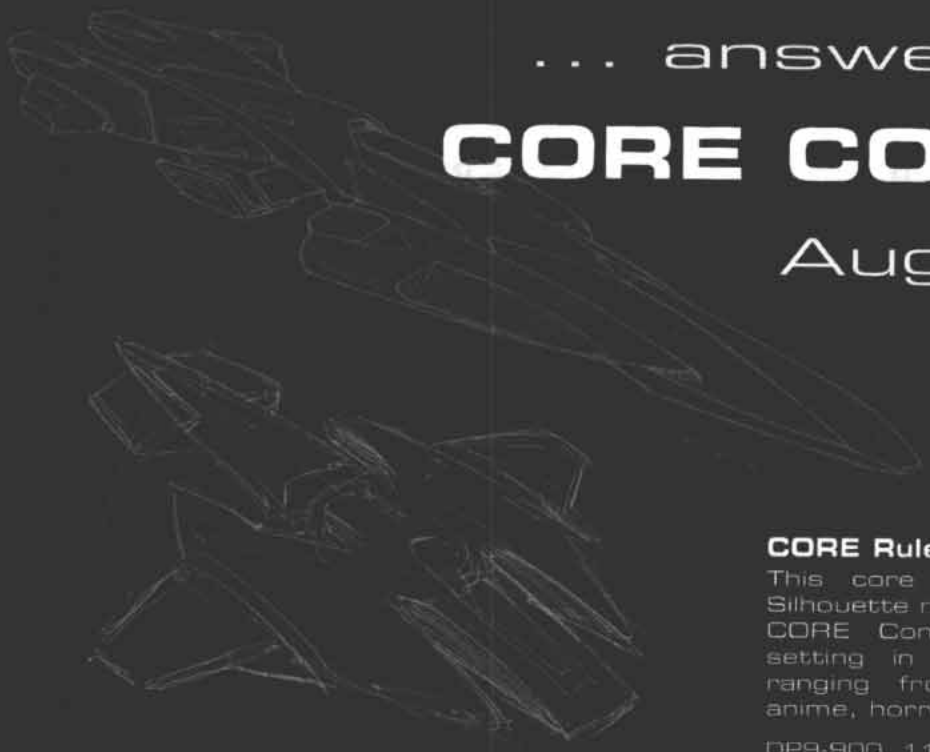
Vampirs 57

W

Walker Warfare 97
Walkers, Italian Combat 85
Weapon, Updated Table 109
Weapons 93, 96
Wehrmacht Divisional Units 46
Wehrmacht 9

Z

Zombies 53



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